

IU Herron School of Art and Design

Welcome to Herron School of Art and Design!

Indiana University's Herron School of Art and Design is a professional art school. That means when you come to Herron as an undergraduate, you will be earning a Bachelor of Fine Arts degree (unless you are studying Art History or Art Education)—not a Bachelor of Arts or a Bachelor of Science degree.

Herron does not offer a BA or a BS degree in studio art. Herron follows the requirements for curriculum distribution of the National Association of Schools of Art and Design (NASAD), which differentiates among these degrees by the percentage of time spent in various areas of study.

As a tightly knit community of artists, scholars, art educators, and designers who push their work to its potential, we carefully maintain our focus on the quality education that has fostered the successes of artists and designers for more than a century. Our responsibility to push creative boundaries, to foster the analytical skills necessary for creative problem solving, and to challenge students to be innovative is the foundation for Herron's success.

Accreditation & Licenses

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Since 1952, Herron School of Art and Design has been accredited by the National Association of Schools of Art and Design (NASAD). As a school of Indiana University, Herron is also accredited as a school of Indiana University by the Higher Learning Commission of the North Central Association of Colleges and Schools and by the Teacher Training Licensing Commission of the Indiana State Board of Education. The Master of Arts in art therapy program at Herron School of Art and Design at IU Indianapolis is accredited by the Commission on Accreditation of Allied Health Education Programs (CAAHEP) upon the recommendation of the Accreditation Council for Art Therapy Education (ACATE).

Last Updated: March 2023

Contact Information

[IU Herron School of Art and Design](https://herron.indianapolis.iu.edu)

Sidney and Lois Eskenazi Hall
735 W. New York Street
Indianapolis, IN 46202
(317) 278-9400

<https://herron.indianapolis.iu.edu>

Last Updated: March 2021

Facilities

Facilities

Two buildings comprise Herron's nationally-acclaimed facilities; Eskenazi Hall and Eskenazi Fine Arts Center.

Eskenazi Hall

Eskenazi Hall is a 169,000 square-foot building that provides more than 70 art and design studios, separate graduate studios, five galleries, sculpture gardens, a

comprehensive art library, a grand hall, a student lounge, conference rooms, current technology and equipment, and other amenities to enhance all of the school's academic and community outreach programs.

Eskenazi Fine Arts Center

Eskenazi Fine Arts Center, on the north edge of the IU Indianapolis campus about a seven-minute drive from Eskenazi Hall and adjacent to the developing 16 Tech district, provides additional technology, graduate studios, and exhibition spaces, and is home to Herron's Sculpture and Ceramics programs.

Herron Galleries

Formal Herron gallery spaces consist of the Eleanor Prest Reese, Robert B. Berkshire, Dorit and Gerald Paul, Marsh, and Basile galleries. The Galleries serve Herron's students and provide the community, local high school students, and students, faculty and staff from IU Indianapolis with firsthand exposure to contemporary works of art created by local, regional, national, and international artists. There are additional, informal exhibition spaces throughout both Herron's buildings.

These galleries are committed to exhibits that explore all areas of visual artistic expression. Most exhibits are accompanied by an announcement and a public opening. The yearly schedule is coordinated with the school's lecture series to provide a broader understanding of the works presented in the galleries. In addition, visiting artists, curators, art historians, designers, and scholars conduct occasional workshops to give students and community members the opportunity to work directly with recognized professionals. The Marsh Gallery is generally reserved for student-led projects while the Basile Gallery usually displays artwork by Herron faculty and alumni. All the galleries are intended to be educational resources for students as well as the community. Interested persons can sign up to receive notices about upcoming talks, workshops, and other events such as film screenings. The galleries are open throughout the year. Gallery hours may vary. All shows are free and open to the public. Interested persons may call (317) 278-9410 for current gallery hours and an exhibition schedule, or go to the galleries website at: <https://herron.iupui.edu/galleries/index.html>

Last Updated: March 2024

Overview

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Herron School of Art and Design educates students seeking instruction in Art Education, Art History, Art Therapy, Fine Arts, Visual Communication Design, Music Technology, and Music Therapy. Herron currently offers the following undergraduate degrees: Bachelor of Arts (BA) in Art History; Bachelor of Art Education (BAE); and Bachelor of Fine Arts (BFA), Bachelor of Science in Music Technology, and Bachelor of Science in Music Therapy.

Graduate degrees currently include: Master of Arts (MA) in Art Therapy; Master of Fine Arts (MFA) in Visual Art; Master of Design (MDes), Master of Science in Music Technology (MS), and Master of Science in Music Therapy (MS). BFA, MFA, and BAE programs are accredited as professional degree programs by the National Association of Schools of Art and Design.

Herron also offers Ph.D degrees in Music Technology and Music Therapy.

Online graduate programs include: Master of Science (MS) in Music Technology, Master of Science (MS) in Music Therapy, and Doctor of Philosophy (PhD) in Music Therapy.

Certificates include an undergraduate certificate in Pre-Art Therapy and a graduate certificate in Design Thinking.

Sidney and Lois Eskenazi Hall 735 W. New York Street
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<https://herron.indianapolis.iu.edu>

Last updated: April 2024

Graduate Admission

Graduate Programs Admission

The Master of Arts in Art Therapy

Admission into the Art Therapy graduate program is competitive. Applicants must have (1) an undergraduate degree with transcripts that reflect 18 or more credit hours of studio art and 12 credit hours of psychology, including developmental and abnormal psychologies (2) a minimum GPA of 3.0 on 4.0 scale, and (3) a portfolio of artwork that shows experience with different media and an ability to understand the motivations of one's personal art making process. Current admissions requirements, deadlines for admissions, application procedures, and information about financial aid are available on the website for Herron School of Art and Design.

The Master of Fine Arts in Visual Art with Emphasis Areas in Ceramics, Furniture Design, Integrative Studio Practices, Painting & Drawing, Photography & Intermedia, Printmaking, or Sculpture

Admission into the program is competitive. Applicants must demonstrate a commitment and capability to

develop sustained creative activity as a visual artist at the professional level and the ability to complete graduate work.

Applicants must have:

1. An undergraduate degree, preferably a Bachelor of Fine Arts degree with a studio art emphasis from an accredited institution, but other backgrounds will be considered by the Graduate Admissions Committee
2. A minimum GPA of 3.0 on a 4.0 scale
3. A portfolio documenting past visual art work

Some otherwise qualified applicants may not have all the necessary coursework and background experience to prepare them to fully succeed in their graduate coursework. These persons will be required to make

up curricular deficiencies by enrolling in appropriate undergraduate courses prior to taking specific courses in the graduate program.

Complete, current admissions requirements, deadlines for admissions, application procedures, and information about financial aid are available on Herron School of Art and Design's website.

Master of Design (MDes)

Admission into the MDes graduate program is competitive.

Applicants will be expected to hold baccalaureate degrees from colleges or universities of recognized standing prior to registering as graduate students. Applicants for the master's degree program should have achieved a 3.0 (out of 4.0) grade point average or higher for the baccalaureate degree or have other indicators of outstanding academic performance. The Visual Communication Design program at Herron encourages cross-disciplinary research approaches and experiences; and students entering the program are not required to have an established background in design or art. However, applicants who do not have a prior educational background in design or professional design experience may be required to successfully complete one or two semesters of foundational pre-graduate studies in design before being accepted to begin the MDes curriculum. Foundational pre-graduate courses in design may be offered for graduate credit, but the credit hours do not apply toward completion of the 60-credit hour requirements in the MDes degree. Decisions regarding admission into the Foundational Pre-Graduate program are made on an individual basis. Please visit Herron's website for more information. www.herron.iupui.edu.

Graduate application inquiries should be directed to:

Graduate Admissions/o Student Services Office
Indiana University Herron School of Art and Design
IUPUI735 West New York Street
Indianapolis, Indiana 46202-5944
317-278-9400
Last update: March 2022

Admission

Undergraduate Programs Admission

Admission to Herron School of Art and Design is based on the student's previous school record and a visual portfolio, with the exception of those entering the school as Art History majors. All Herron applicants must first be admitted to IU Indianapolis. Students enrolled at other units or divisions of IU Indianapolis may apply for Herron admission the semester before beginning Herron courses. To transfer, students must have at least 12 credit hours that apply toward a Herron degree and a 2.5 cumulative grade point average (GPA). IU Indianapolis students must file an application for priority admission by November 1 for spring admission and March 1 for summer or fall admission. Please contact the Herron Office of Admissions and Student Services at (317) 278-9400 or herron4u@iu.edu for more information. All students are admitted into Herron as Art History, pre-fine art majors, VCD majors, pre-music technology majors, or pre-music therapy majors.

Admission with Transfer Credit

Students with transfer credits from other colleges or universities may be considered for admission to Herron. Transfer students may receive credit for successfully completing academic courses (grade of C or higher) of equivalent content from other regionally accredited institutions. Transfer credit for studio art courses, however, is granted only from institutions with National Association of Schools of Art and Design (NASAD) accreditation.

Advanced Placement Credit

A score of 5, 4, or 3 on the Art History Advanced Placement (AP) Exam will be counted as either HER-H 101 or HER-H 102. Students should contact their advisors to elect which course they prefer to use the AP credit towards. A score of 5, 4, or 3 on the AP Fine Arts Exam will be counted as a studio elective. Herron will not accept an AP score of 2 or 1.

Readmission of Former Students

Former students who were in good standing in accordance with the regulations of the school when they withdrew and who desire to return after two semesters, must reapply to IU Indianapolis' Office of Undergraduate Admission.

Students who have been gone for two or more calendar years must follow the current bulletin requirements and meet all departmental curriculum requirements offered at the time of their return. BAE students who interrupt their art education program for more than five years must re-apply to the program and complete the requirements in place at the time of return. For Visual Communication Design students, no major course completed more than five years previously will be accepted toward graduation requirements. Former students whose standing was not satisfactory at the time of withdrawal, former students who withdrew without compliance with the regulations of the school, and former students who were terminated on the basis of performance, must apply via an electronic form for consideration by the Assistant Dean. (See section on "Petition for Readmission"). Petitions are due to Herron Office of Admissions and Student Services by October 15 for spring admission and April 15 for fall admission.

Academic Sequencing

The studies in the BFA programs at the Herron School of Art and Design are sequential, in that a student moves through definite programs of prescribed and optional studies on a year-to-year basis until all the requirements for a particular degree are fulfilled. Students who fall behind in fulfilling degree requirements at a particular year's level will be expected to fulfill those requirements in sequence, either in conjunction with or in place of courses offered at the next level. Conflicts in scheduling may occur when students try to make up requirements, and they may find that their enrollment must be extended beyond the original graduation date. Students are therefore strongly advised to carefully plan their academic schedule.

Awarding of Credit

Herron School of Art and Design awards credit in accordance with the standards and guidelines of the National Association of Schools of Art and Design.

An undergraduate credit hour corresponds to approximately three hours of work per week for a period of one semester. Thus, a three-credit course corresponds to approximately nine hours per week for a period of one semester. A three-credit lecture/discussion course typically meets with the instructor two and a half to three

hours per week, with the expectation that students will work, on average, six or more hours outside of class per week. A three-credit studio course typically meets with the instructor four and a half to six and a half hours per week, with the expectation that students will work, on average, three to five hours per week in the studio outside of class meeting time.

When a course is offered for a period shorter than or longer than one semester, or when the course is taught in a hybrid or alternative format, the credit hours are calculated on the basis of the norms described above. Since students work at different rates, the amount of time an individual spends preparing the work required for class may differ from the averages on which credit hours are calculated. Credit is only awarded when students complete all course requirements and demonstrate the competencies defined for the course. Ultimately, the amount of credit awarded per course reflects the expectation for students' acquisition of competencies rather than the number of hours required to achieve those competencies.

Advanced courses typically require students to work more independently than introductory courses. Faculty contact for graduate courses may reflect both the expectation of significant independent work and the type of work done during class meetings.

Last updated: March 2024

Undergraduate Policies

Undergraduate Policies

Attendance

The work of the school is intensive; therefore, prompt and regular attendance is required. If at any time a student has a legitimate reason for not attending class, immediate notification should be made to the instructor. Attendance requirements are set by individual instructors. Students should stay informed of these requirements and are held responsible for fulfilling them.

Dean's List

Degree-seeking students in good standing who have a GPA of 3.50 or higher with a course load of 12 or more credit hours for a given semester will be placed on the Dean's List for that semester. Students carrying 12 credit hours and a grade of Incomplete in one or more classes will not be placed on the Dean's List. Student's carrying 12 credit hours and taking a course as Pass/Fail will not qualify for the Dean's List.

Technical Standards Policy

Herron School of Art & Design applicants and enrolled students must be able to fulfill the requirements and demands of the courses for the degree program they have chosen. Reasonable accommodations will be made for students who are registered with IU Indianapolis Adaptive Educational Services.

Research Compliance

Students and faculty conducting research, including the making of art, must comply with Indiana University policies on the use of human or animal subjects. For research involving human subjects, investigators must receive final approval from the Indiana University Institutional Review Board (IRB) before starting a research study. For research

involving animals, investigators must receive approval from the IU School of Medicine's Institutional Animal Care and Use Committee (IACUC).

Academic Probation

Students in the Herron School of Art and Design are expected to maintain a cumulative IU GPA of at least a 2.0. If they do not, the Assistant Dean will give them formal written notice of probation. Students will be placed on academic probation for the academic session following the one in which they failed to attain the 2.0 cumulative GPA. They will also be placed on academic checklist, which will prohibit them from registering for future semesters until they meet the requirements set out by the Herron Admissions and Student Services office.

Academic Dismissal

A student in the Herron School of Art and Design may be dismissed from the school when, in the judgment of the faculty, the student has ceased to make satisfactory progress toward a degree. When an undergraduate student fails to attain a C (2.0) cumulative GPA in any two academic semesters, the student is automatically considered to be making unsatisfactory progress toward a degree and is therefore eligible for dismissal. The student will be informed in writing by the Assistant Dean of Admissions and Student Affairs. The student will be withdrawn from any courses in which they are currently enrolled and will be placed on academic checklist, which will prevent registration for future semesters. Any student who has been dismissed under these provisions may be readmitted only after one year has passed.

Petition for Readmission

Students who have been dismissed may appeal via an electronic form to the Herron Admissions and Student Services office. The assistant dean may readmit the student if they decide that evidence of changed circumstances indicates the probability of improved academic performance. Each petition is considered individually, and a decision is based on the student's academic history and personal circumstances. Petitions are due to Herron Admissions and Student Services Office by October 15 for spring admission and April 15 for fall admission. Students readmitted through this appeal process must earn a minimum cumulative semester GPA of 2.3 or above for the returning semester. Readmitted students failing to achieve the cumulative 2.3 GPA are permanently dismissed from the Herron School of Art and Design. A link to the form can be obtained by emailing herron4u@iupui.edu.

Academic Forgiveness

The Herron School of Art and Design academic forgiveness policy applies to former IU Indianapolis students pursuing a first undergraduate degree who have been away from IU Indianapolis and have not attended any other college or university, including any campus of IU, for at least three years. Only students who meet the three-year requirement and have a GPA not greater than 2.0 will be considered for the forgiveness policy. If the student's petition is approved, all previously taken courses will remain on the permanent record but will not count toward the student's GPA. Only course credits with grades of A through C, P, and S will count toward degree completion but again will not count towards the student's GPA.

If a student's petition for forgiveness is approved, the student enters Herron with a recalculated cumulative GPA of 0.0, after which all the rules of academic probation and dismissal for Herron School of Art and Design will apply. After approval, the student must complete a minimum of 32 credit hours at IU Indianapolis. All eligible students will be admitted under the Herron School of Art and Design curriculum in place at the time of admittance. If the petition is approved, the Assistant Dean of Admissions and Student Affairs has the authority to impose stipulations or conditions upon the enrollment of the student. Herron School of Art and Design reserves the right to deny the acceptance of credits from obsolete courses when the student has been away from Herron for three or more years. Forgiveness may be invoked only once.

Pass/Fail Option

The Pass/Fail option is available to Herron undergraduate students in good standing for a maximum of 12 credit hours of academic elective study within the total degree requirements. This option may not be used for studio courses or the required freshman English courses, and it is limited to two courses per year, including summer instruction. Under the Pass/Fail option, a grade of P (Pass) will not be used in computing the GPA, but an F grade will be so used. A grade of P will not be subsequently changed to an A, B, C, or D. Students electing to take the Pass/Fail option in an elective course must complete the required form in the Herron Admissions and Student Services Office before the deadline published each semester in the IU Indianapolis Schedule of Classes.

Grades of I (incompletes)

A grade of I (Incomplete) may be assigned by an instructor when exceptional circumstances, such as illness, prevent students from finishing all work required in a course within the term. The grade of I will be awarded only if the work is mostly complete, and of passing quality.

The student must complete all coursework within the time allowed by the instructor with a maximum of one year or the I will be will be automatically changed to an F. For complete information on the Incomplete Grade policies and procedures, visit the Student Central website <https://studentcentral.iupui.edu/grades-progress/incompletes.html>.

If students have to retake the course in order to remove the Incomplete, they should not re-enroll in the course. Instead, they should make arrangements with the original instructor and any new instructor to sit in on a portion of or the entire course as required by the instructor(s). In all cases, the original instructor is responsible for assigning the final grade. If he or she is unavailable or no longer with the university, the student should consult with the chair of the department in which the course is offered. If after receiving an Incomplete, students wish to withdraw from the course, they must follow the official IU Indianapolis procedures for withdrawal.

Students should understand that sitting in on a course or otherwise making up the Incomplete does not count as part of the full- or part-time course load for financial aid purposes or for loan deferments. For complete information on the Incomplete Grade policies and procedures, visit the Student Central

website <https://studentcentral.iupui.edu/grades-progress/incompletes.html>.

Grade Replacement Policy

The IU Indianapolis Grade Replacement Policy (formerly known as the FX policy) was revised effective fall 1996. This policy allows approved undergraduate students seeking their first degree to repeat courses—a maximum of 15 credit hours, subject to school/division approval—in order to improve poor grades, including grades of F. If a student earns the same or a higher grade after repeating the course, only the second grade will be counted in the cumulative GPA. Replacement does not happen automatically, so students must notify the school recorder that the course has been taken a second time and that they wish to exercise this option. Certain restrictions apply, and the grade replacement policy may not be honored by some schools when considering admission to the school or in computing graduation honors. For more information, students should contact their school/division.

The 15 credit hour limit includes any course(s) previously replaced using the FX policy. A student may exercise the Grade Replacement Policy no more than two times for a single course, and once invoked, a student may not reverse the grade replacement granted in a particular course. The replaced grade will be excluded from the IU cumulative GPA, but the course and the replaced grade will remain on the student's academic record with a notation indicating that the grade exists but is excluded from the cumulative GPA. The use of the forgiveness policy does not preclude a student from using grade replacement for course work taken subsequent to re-enrollment as defined by the forgiveness policy.

To use the grade replacement procedure for a course originally taken on another IU campus, that campus must be willing to place the replacement flag on the course at IU Indianapolis' request.

Grades of F or other grades assigned due to academic misconduct are not eligible for grade replacement.

Not all IU Indianapolis units accept the general policy as stated above. If a student changes programs, schools, or campuses to a program that does not recognize the Grade Replacement Policy, the original grades will once again be averaged into the student's GPA.

This policy is not available for graduate students or students seeking any second undergraduate degree. For a copy of this policy, visit the Office of the Registrar's Web site (registrar.iuindianapolis.edu/replace.html).

Grades Given Upon Withdrawal from the Course

Withdrawal After Automatic Withdrawal Period

After the automatic withdrawal period a student may withdraw only with the permission of their dean. This approval is given only for urgent reasons relating to extended illness or equivalent distress. To qualify for the grade of W, a student must be passing the course on the date of withdrawal. If the student is failing, the grade recorded on the date of withdrawal will be F.

Graduation

Students expecting to complete a course of study leading to the degree of Bachelor of Fine Arts, Bachelor of Art Education, Bachelor of Arts, Master of Fine Arts, or

Master of Design, must be in good standing and file an application for graduation. Deadlines and electronic processes can be found at <https://herron.iupui.edu/graduation/>. After they file this application, their records will be reviewed, and they will be notified of graduation status.

General Requirements for a Baccalaureate Degree

- Complete the minimum credit hours as required by degree program.
- Achieve a minimum overall GPA of 2.0.
- Achieve a minimum Herron studio GPA of 2.0.
- Be in residence at Herron for at least two semesters, and complete, while at Herron, at least 24 credit hours of studio work at the 300 level or higher.

Requirements for a Second Degree

Holders of bachelor's degrees who have additional academic objectives may, if admitted by the Herron School of Art and Design, pursue a second bachelor's degree. The student must earn a minimum of 24 additional credit hours in residence and meet the requirements of the Herron School of Art and Design and of the program in which they are enrolled.

Student Complaint Procedures

IU Indianapolis has developed guidelines and procedures to address situations when a student believes their rights as defined in the IU Indianapolis Code of Student Rights, Responsibilities and Conduct (Student Code) have been violated by a member of the university faculty, staff, or administration. The rights addressed in the Student Code include individual rights (for citizenship, discrimination, sexual harassment, harassment based on sexual orientation, and racial harassment) and academic rights.

Herron supports the student rights in the Student Code. Herron's policy on student complaints against faculty (full-time, part-time adjunct, and graduate student instructors), staff, or administration applies to complaints that a student may have in the pursuit of his or her education.

Student Complaint Policy

A student who believes their rights in pursuit of their education as specified in the IU Indianapolis Code of Student Rights, Responsibilities, and Conduct have been violated by Herron faculty, staff, or administration have the right to file a grievance against the person who they believe has violated these rights with the Assistant Dean of Admissions and Student Affairs.

The complaint process involves two steps: Informal Complaint and Formal Complaint

1. Informal complaint made by an individual student

- The student should ordinarily attempt to resolve the complaint informally with the person
- If the complaint cannot be resolved informally or if the student has a justifiable reason for not going directly to the person involved, the student may make an informal complaint to the Assistant Dean of Admissions and Student Affairs.

- A complaint against the Assistant Dean of Admissions and Student Affairs should go to the Dean.

2. Formal complaint made by an individual student

- When a student makes an informal complaint and perceives the response to be unsatisfactory, they should file a formal complaint to the Assistant Dean of Admissions and Student Affairs by completing a Formal Complaint Form. These forms are available in the Office of Admissions and Student Services.
- A copy of the complaint will be shared with the immediate supervisor of the individual involved.
- Formal complaints must be filed within 6 months of the issue in question.
- The assistant dean must consider a formal complaint within twenty-one calendar days after it has been received.
- The assistant dean and the individual's supervisor will gather facts and discuss the matter individually with the students and the person involved in the complaint.
- The assistant dean and supervisor may ask the student and person who is the subject of the complaint to meet together in an effort to resolve the complaint.
- The referral must include all documents pertaining to the complaint.
- The Assistant Dean of Admissions and Student Affairs should remove themselves from considering a complaint for reasons of bias or personal involvement.

Residency Requirement for Degree Purposes

The institution maintains structures or practices that ensure the coherence and quality of the programs for which it awards a degree. Typically, institutions will require that at minimum 30 of the 120 credits earned for the bachelor's degree and 15 of the 60 credits for the associate's degree be credits earned at the institution itself, through arrangements with other accredited institutions, or through contractual relationships approved by the Commission. Any variation from the typical minima must be explained and justified.

Herron minors require at least 6 credits in residency.

Last updated: March 2024

Graduate Policies General Policies and Procedures

Grading requirements for MFA and MDes

All graduate courses utilize the standard Indiana University Grading Scale. Grading policies applied to MFA majors utilize policies of the Indiana University Graduate School.

Only courses with grades of "C" or better will count toward the necessary hours for graduation, although ALL grades (except ineligible course work and transfer credit) are used

in computing the GPA. A course grade of "C" represents minimum performance.

A candidate must achieve a cumulative grade point average of 3.0 per semester for graduate courses to remain in good academic standing, to complete graduation requirements and to maintain funding of Herron scholarships and fellowships. Courses not approved as a part of the student's MFA curriculum will not be included in calculation of the MFA GPA (Grade Point Average).

If a "D+"/"D"/"D-" is earned, the hours will NOT count toward graduation, but the grade will be used in calculating the GPA. The course cannot be repeated; additional course work to replace the hours and review work will be recommended.

If an "F" is received in a course, the hours will NOT count toward graduation but the grade will be used to calculate the GPA. If the course is an elective, it may not be repeated. Required courses must be repeated, however (sequencing rules will apply).

No points are assigned for the following grade symbols: I (incomplete), NC (no credit), NR (no report filed by the instructor), S/F (satisfactory/failure), or W (withdrawn).

Grade requirements for MA Art Therapy

Students must maintain an overall grade point average of 3.0 to remain in their graduate program. In addition, all students must maintain a 2.0 in each course of their graduate program for the course to count towards their degree requirements. Any grade below a 2.0 will need to be retaken to count towards the completion of the master's program.

Incomplete

An incomplete grade in a graduate course will only be permitted in exceptional circumstances, such as a documented serious illness or injury. *No one may have an incomplete simply to gain more time to complete course requirements.*

Academic probation, dismissal

An MFA, MDes, or MA candidate will be put on probation if they have not met the academic, research, or professional conduct standards expected for their level of professional study. In case of academic/thesis probation, the student will be notified in writing of the terms of probation including the criteria that will need to be met along with a timeline for the successful completion of the terms. If a candidate does not, or cannot, meet the terms, timeline, and/or criteria outlined by the probation period, one academic semester unless noted otherwise), then the candidate will be dismissed from the program.

Residency Requirement for Degree Purposes

The institution maintains structures or practices that ensure the coherence and quality of the programs for which it awards a degree. Typically institutions will require that at minimum 30 of the 120 credits earned for

the bachelor's degree and 15 of the 60 credits for the associate's degree be credits earned at the institution itself, through arrangements with other accredited institutions, or through contractual relationships approved by the Commission. Any variation from the typical minima must be explained and justified.

Leave of Absence Policy Overview

Leaves of absence allow graduate students enrolled at Herron School of Art and Design to pause their degree requirements due to unforeseen events that interfere with their academic progress. During a leave, you are not expected to make progress toward your degree. Although you may complete coursework from previous terms during a leave, you may not attend class, use the leave to advance current coursework, prepare for exams, or work on your thesis or master's culminating project. Additionally, students granted leave of absence will not be allowed to complete any university-related work or faculty-guided research. After a leave of absence, you are expected to return to your program of study and resume progress toward your degree. All leave requests are reviewed and granted on a case-by-case basis. If you feel you need to request a leave of absence, please contact the graduate director in your program area to discuss whether or not this may be appropriate for your situation.

Continuing enrollment

Students who have completed all required coursework but whose thesis is incomplete must enroll each semester (excluding summer sessions) until the committee has approved the final document. Once such students have accumulated 60 credit hours in completed course work and deferred thesis credits, they must enroll for 6 hours of graduate credit (HER-G901) each semester until the degree is completed. The fee for this course each session is \$150. Students are permitted to enroll in G901 for a maximum of 6 semesters. Failure to meet the continuous enrollment requirement will automatically terminate the student's enrollment in the degree program.

Withdrawal After Automatic Withdrawal Period

After the automatic withdrawal period a student may withdraw only with the permission of his or her dean. This approval is given only for urgent reasons relating to extended illness or equivalent distress. To qualify for the grade of W, a student must be passing the course on the date of withdrawal. If the student is failing, the grade recorded on the date of withdrawal will be F.

Last updated: April 2022

Certificates

CERTIFICATES

Pre Art Therapy

Last update: March 2021

Pre- Art Therapy Certificate

Pre-Art Therapy Certificate

Procedure

Students who wish to undertake this coursework should contact Herron Student Services to register, review the requirements, and plan their program of study.

Students must pick up and submit the Application for Completion of the certificate in the Herron Office of Admissions and Student Services, HR 126, in their final semester of certificate coursework.

Requirements

33 credits total. Only courses completed with a grade of C (2.0) or higher will count toward the certificate. Up to 24 hours of transferred credit may count toward the certificate.

Courses

3 credits of HER-T 200 Introduction to Art Therapy

18 credits of Studio Art coursework in any 2-dimensional and 3-dimensional media

12 credits of Psychology coursework as follows:

- PSY-B 110 Introduction to Psychology (3 credits)
- PSY-B 310 Life Span Development (3 credits)
- PSY-B 380 Abnormal Psychology (3 credits) (prerequisite: PSY-B 110)
- Psychology elective (3 credits)

Last update: March 2022

Dual Degree - BAE and BFA

Adding the BFA degree certifies students to teach art P-12 and provides a strong studio foundation. The BFA requires more than 30 additional hours in studio/history. Students wishing to pursue the double major should consult with both advisors for the BFA and BAE each semester. Electives in one degree may be met by fulfilling requirements in the other degree; advisors can counsel on the most efficient path for completion of the program. The double major takes five and one half years to complete, including summer school. Students must successfully pass both portfolio reviews (Art Education and Fine Arts Reviews).

- Admission into the Art Education Program
- Maintain a 2.8 GPA at all times and no lower than a C in all methods courses
- Pass the Sophomore Review into the Art Education Program in the fall semester of the sophomore year
- Admission into the Teacher Education Program
- Maintain a minimum GPA of 2.8
- Complete formal application to the Teacher Education Program by February 1 of the sophomore

year. This online application can be accessed through the IU Indianapolis School of Education website; select the All Grade application option

Timeline Requirements

Freshman Year

- Obtain and read both the Herron and School of Education sections of the IU Indianapolis Campus Bulletin concerning Art Education programs and student teaching for students in all grades. Planning your academic progress in this school is your responsibility. Please meet with your advisors prior to registration each semester to be sure all your requirements are being fulfilled
- Maintain a minimum GPA of 3.0 in all major area courses and professional education courses, and a 2.0 in Speech COMM-R 110, English, and Composition ENG-W 131

Sophomore Year

(completion of at least 36 hours of course work)

- Attend Herron orientation session in late Fall
- Prepare a portfolio of work, submit artist statement on Oncourse, and sign-up for the sophomore review session in late fall
- Complete formal application online to School of Education February 1 after acceptance into the Art Education Program
- Upon acceptance into the Teacher Education Program, sign up and attend the School of Education orientation program

Junior Year

(completion of at least 56 hours of course work)

- Register for student teaching in the fall ONE FULL ACADEMIC YEAR PRIOR to the academic year in which you plan to student teach. Failure to register in time will detain student teaching for one full year, no exceptions. Consult the section on student teaching for All-Grade Education (P-12 license) in the School of Education section of the IU Indianapolis Campus Bulletin or website
- Register online for the *P-12 Development Pedagogy Test* and the *Content Area Assessment (Art Education)* at the Indiana Core Assessments website (<http://www.in.nesinc.com/>) the summer prior to student teaching. Results from this exam take several months to receive and can delay hiring. Teachers cannot be hired in Indiana without proof of passing test scores on this exam. Study guides are available at the website.
-

Senior Year

(completion of at least 86 hours of course work)

- Apply for the BAE degree in the Herron Office of Student Services by October 15 of the academic year in which you plan to graduate.
- If you plan on teaching in Indiana, apply online for a teaching certificate to the Indiana Licensing

Verification and Information System. The application process is clearly identified on the School of Education homepage under Licensing. Students are responsible for understanding all requirements for graduation and for completing them by the time they expect to graduate. Please call the Education Student Services Office for more information about the School of Education programs and keep in close contact with your Art Education advisor.

Last updated: April 2021

Bachelor of Art Education

Bachelor of Art Education

Students who wish to become certified to teach in public schools may pursue either a Bachelor of Art Education or certification within the Master of Art Education at Herron. Herron School of Art and Design's Art Education Program is offered in conjunction with the School of Education and the Indiana Department of Education. These bodies have established certain academic requirements for earning a degree and/or licensure in Art Education in all grades (P-12) in Indiana.

The Bachelor of Art Education Program leads to certification (teaching license) in Art Education in all grades (P-12) in the state of Indiana. The program features a commitment to practical experience integrated with a strong studio program. Throughout the program, students increase skill and knowledge in the content of art education today, including art inquiry, critical and contextual inquiry, visual literacy, studio practice, and teaching methodology. Students gain experience by teaching school-age students in a variety of programs and settings and, including student teaching. In addition, students observe and participate in art programs and events citywide.

Students enrolled in the Bachelor of Fine Arts degree program at Herron School of Art and Design may also pursue an All-Grade Indiana State Teachers License in Art (See Dual Degree, BAE and BFA). Students wishing to pursue certification need to declare an art education major and follow the requirements for this degree as well as the BFA. Students should meet regularly with advisors from both major areas to ensure efficient completion of both degrees.

Curriculum Requirements for the BAE Degree

Accreditation of teacher education units are met through the Division of Professional Standards within the Indiana Department of Education.

Academic Requirements

Art Education majors must fulfill the IU Indianapolis general education requirements corresponding the IU Indianapolis' Statewide Transferrable General Education Core:

Foundational Intellectual Skills

- Analytical Reasoning (6 cr. of which 3 must be Quantitative Reasoning)
- Core Communication (6 cr.)
- Cultural Understanding (3 cr.)

Intellectual Breadth and Adaptiveness

- Arts/Humanities and Social Sciences (9 cr. total, with at least 3 cr. in each area)
- Life and Physical Sciences (6 cr.)

Art History: 12 cr.

- HER-H 101 (may also count toward General Education arts/humanities requirement)
- HER-H 102 (may also count toward General Education arts/humanities requirement)
- HER-H 205
- 3 additional Art History credit hours

Humanities: 3 cr.

From the following group:

- Communication Studies
- Comparative Literature
- English
- Folklore
- Foreign Language
- Journalism
- Music
- Philosophy
- Religious Studies

Life and Physical Sciences: 3 cr.

Three credits beyond those in the Gen Ed core chosen from the following group (a minimum of 3 cr. in biology is required):

- Anatomy
- Astronomy
- Biology (Required)
- Chemistry
- Computer Science
- Food and Nutrition
- Mathematics
- Physics
- Physical Geography
- Physiology

Social and Behavioral Sciences: 9 cr. total, including those in the General Education Core:

From the following group:

- Anthropology
- Business
- Economics
- History
- Nonphysical Geography
- Political Science
- Psychology
- Public and Environmental Affairs
- Social Work

Professional Education: 26 cr.

The following education courses are required in order to fulfill requirements of the Indiana Professional Standards Board:

Block One

- EDUC-M322/M301 Diversity and Learning (10 cr.)

Block Two

- EDUC-M420/M 469/M 303 Literacy in Middle School (7 cr.)

Block Four

- EDUC-M482 Student Teaching: All Grades (14 cr.) (8 weeks in elementary/8 weeks in secondary.)

Art Education: 11 cr.

The following required courses must be taken in the proper block sequence:

Pre-Block

- M220 Art Education and Media of the 21st Century OR

K201 Intro to Photographic Processes

Block One

- HER-M371 Foundations of Art Education (4 cr.)

Block Two

- HER-M472/M400 Teaching Art in Elementary Schools (3 cr.) and Lab/Field experience

Block Three

- HER-M473/M401 Teaching Art in Secondary Schools (3 cr.) and Lab/Field experience

Block Four

- HER-M482 Seminar in student teaching (1 cr.)

Studio (47 cr.) including:

- Foundation-Year Program 20
- HER-M 311: Art Education Studio (3 cr.)
- Her-D 201: Drawing II (3 cr.)
- Three-dimensional studio
- Ceramics, furniture design, sculpture (6 cr.)
- Herron studio course 300/400 level (6 cr.)
- Herron studio electives (6 cr.)

*These courses must be taken with a grade of C or higher. Failure to pass these courses will prohibit student from further study in the Art Education Program. Please see your academic advisor before registering for classes.

A minimum total of 125 credit hours is required. Students may exceed this amount depending on courses selected. Please see an Art Education advisor before registering for classes. All Art Education students must maintain a grade point average of 2.8.

Last updated: April 2023

Academic Requirements**Academic Requirements for a BA in Art History**

A minimum of 120 credit hours is required to complete the Bachelor of Arts in Art History degree.

A minimum cumulative grade point average of 2.0(C) is required for graduation.

Art History majors must fulfill the IU Indianapolis general education requirements corresponding to IU Indianapolis' Statewide Transferable General Education Core.

Additional Requirements for a BA in Art History

- 1 credit hour in a first-year seminar

- 3 credit hours in English Composition II (ENG-W270)
- 8 credit hours in foreign language
- 3 credit hours in natural science
- 6 credit hours in history
- 6 credit hours in arts and humanities
- 3 credit hours in social and behavioral sciences
- 6 credit hours in studio art
- 9 credit hours in advanced courses
- A minimum of 36 credit hours of Art History courses are required. These 36 credits must include HER-H101, HER-H102, HER-H205, HER-H470, and a method or theory course. HER-H 100 Art Appreciation and HER-H 221 Art Past and Present may not be counted for the Art History major or minor requirements, but may be used for general elective credit. However, HER-H 100 and HER-H 221 may count toward elective credit in the major only if taken before HER-H 101, HER-H 102, and HER-H 205. At least 3 credits must be in courses designated as focused on art history method or theory. No course in Art History in which a student receives a grade below C (2.0) may be used to fulfill the 36 credit hour requirement.
- A minimum of 3 credit hours must be in art history theory or method. This is recommended for the sophomore year.
- A minimum of 3 credit hours must be coursework that addresses cultures outside of the United States and Europe. This does NOT need to be an art history course. Study abroad courses that travel to parts of the world beyond the US and Europe can be used toward this requirement. Advanced foreign language courses cannot count unless they significantly address the literature and culture of a non-European region. Credits toward this requirement can also be counted in another category.
- A minimum of 18 credit hours of electives is required.
- A minimum of 26 credit hours of 300- and/or 400-level courses must be completed at Herron/IU Indianapolis.
- A maximum of eight courses may be taken Pass/Fail but no more than two Pass/Fail courses may be taken in any one academic year. Pass/Fail courses can be used only as electives or no major 300- or 400-level requirements.
- A maximum of 12 credit hours may be taken by correspondence through the Indiana University School of Continuing Studies. Authorization from the Art History Program faculty and the Student Services Office at Herron School of Art and Design is required prior to registration.
- Once a course has been applied toward one requirement, it cannot be used again to satisfy a second requirement except where explicitly stated otherwise. In addition, except in cases of variable title courses, internships, and other special topics courses, no course number can be counted more than once toward graduation.

Last update: April 2023

Distribution Requirements

Distribution Requirements

See the Herron website for further description of the curriculum and its requirements.

Last update: March 2016

BA in Art History

BA in Art History

Herron School of Art and Design offers both a major and a minor in art history. The Bachelor of Arts major in Art History gives the undergraduate student an opportunity to study the visual culture of humankind from prehistoric times to the art of today and to understand the significant role played by visual art in societies worldwide. The minor in Art History enables students majoring in other areas to expand their knowledge of Art History and gain valuable career-building experience.

Through the study of Art History, students develop skills in key areas: visual analysis, critical thinking, research, and writing. These abilities enhance visual literacy, enrich life experiences, and provide a foundation for a variety of rewarding career opportunities. Fields such as teaching, museum work, art conservation and restoration, historic preservation, architecture, art dealership, auctioneering and collecting, art criticism and journalism, advertising, filmmaking, exhibition design and preparation, historical research and writing, interior and commercial design, art librarianship, consulting, the law, and publishing can build on an education in Art History. Art history also enriches the life of the practicing artist.

- Academic Requirements
- Minor in Art History

Bachelor of Fine Arts

**Bachelor of Fine Art Degree Programs
Ceramics, Furniture Design, Drawing & Illustration,
Integrative Studio Practice, Painting, Photography,
Printmaking, Sculpture, Visual Communication Design**

General Academic Requirements

Students in Herron BFA degree programs must successfully complete a program of general academic courses, as well as more concentrated studies within their specialties, to earn their degrees. Students are required to have 12-15 credit hours of art history and theory, and 30 credit hours of general education courses divided into the broad domains of foundational intellectual skills (Core Communication, Analytical Reasoning, and Cultural Understanding) and course work that promotes intellectual breadth and adaptiveness (Life and Physical Sciences; and Arts, Humanities, and Social Sciences). This general education course work is aligned with the Indiana Statewide Transferable General Education Core competency domains and once completed, will subsequently transfer to another Indiana state educational institution.

Distribution of credits is as follows:

Foundational Intellectual Skills

Students must take 15 credit hours related to Foundational Intellectual Skills. This includes 6 credits related to Core

Communication skills, 6 credits in Analytical Reasoning, and 3 credits related to Cultural Understanding.

- Core Communication: 6 credits
- Analytical Reasoning: 6 credits
- Cultural Understanding: 3 credits

Intellectual Breadth and Adaptiveness

Courses pertaining to Intellectual Breadth and Adaptiveness help to foster the "ways of knowing" that are characteristic of particular fields ranging from science and the social sciences through humanities and arts. This includes 6 credits in the Life and Physical Sciences, and 9 credits distributed across the Arts/Humanities and the Social Sciences.

- Life and Physical Sciences: 6 credits
- Arts/Humanities and Social Sciences: 9 credits total, with at least 3 credits in each area

Academic Electives

An additional 6 credits must be taken from one or more of the following subject areas: humanities; life and physical sciences; social and behavioral science. Art history may not be used to satisfy this academic elective requirement. Total: 6 credits

BFA First-Year Foundation Program

The Foundation Program serves as a base for future work at Herron. In the Foundation Program, students develop drawing skills, powers of observation, an understanding of visual principles, and a working knowledge of materials and techniques, while becoming more knowledgeable about art history. The program is constructed so that students, through self-examination and faculty counseling, will be able to select intelligently the area in which they will major when the Foundation Program has been completed. Much of the success of Herron programs has been due to the comprehensive strength of the Foundation Program and the basic preparation that it provides.

The Foundation Program, or its equivalent in previously earned credit (as determined by the Admissions Committee), is a prerequisite for work in the fine arts and education degree programs.

Foundation Program Curriculum

Semester I Credits

- HER-D 101 Drawing I (3 cr.)
- HER-F 121 Two-Dimensional Design (3 cr.)
- HER-F 123 Three-Dimensional Design (3 cr.)
- HER-X 101 Foundation Resources Workshop (1 cr.)

Recommended: Art History 101 History of Art I (3 cr.)

Semester II Credits

- HER-D 102 Drawing II (3 cr.)
- HER-F 130 Studio Art & Technology (3cr.)
- HER-F 131 Image 4D Studio (2 cr.)
- HER-F 132 Building/Making (2cr.)

Recommended: Art History 102 History of Art II (3 cr.)

BFA Degree Programs

- Ceramics
- Furniture Design
- Drawing & Illustration
- Integrative Studio Practice
- Painting

- Photography
- Printmaking
- Sculpture
- Visual Communication Design

Last update: March 2023

Ceramics

Ceramics

The BFA in Ceramics is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Ceramics. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the ceramist's craft.

The Ceramics curriculum develops an understanding of ceramics as an expressive artistic medium in contemporary society. The study of ceramic materials and techniques is balanced with the study of historical tradition and contemporary trends. The ceramic studio is well equipped so that students experience the variety of technologies used by contemporary artists. The program provides a solid foundation for students pursuing graduate studies or a studio art career.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements:

- HER-C204 Ceramics Hand Building (3 cr.)
- HER-C206 Ceramics Wheel Throwing (3 cr.)
- HER-C304 Ceramics III (3 cr.)
- HER-C305 Ceramics IV (3 cr.)
- HER-C307 Clay and Glaze (3 cr.)

- HER-C308 Wheel Throwing II (3 cr.)
- HER-C400 Ceramics V (6 cr.)
- HER-C405 Ceramics VI (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- Academic elective (3 cr.)
- English Literature Course (3 cr.)

Total: 125 credits

Last update: March 2024

Drawing and Illustration

The BFA in Drawing and Illustration is a unique professional undergraduate degree that combines applied arts and fine arts disciplines. Students in the program develop skills intended to serve client interests via Illustration courses, but also pursue their own creative visions via select Drawing experiences.

Purposeful communication of intent is a component of both paths, and the Drawing and Illustration curriculum provides a productive framework for students' development as communicative creators. Introductory courses stress the importance of skill coupled with inventiveness, intermediate courses stress experimentation and addressing higher-level challenges, and advanced courses focus on professional-level approaches and studio practices.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

15 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

credits distributed as follows:

- D201 Drawing III - 3 cr
- D202 Drawing IV - 3 cr
- A205 Intro to Illustration I - 3cr
- A206 Intro to Illustration II - 3 cr
- A303 Intermediate Illustration I - 3 cr
- A304 Intermediate Illustration II - 3 cr
- D303 Drawing/ Illustration:Digital Rendering - 3 cr
- D304 Drawing/Illustration: Narrative Imagery - 3cr
- A403 Advanced Drawing and Illustration - 6 cr
- A404 Advanced Drawing and Illustration - 6 cr

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Furniture Design

Furniture Design

The BFA in Furniture Design is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Furniture Design. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the furniture designer's craft.

Herron School of Art and Design has established a tradition of providing a rich and stimulating environment for aspiring studio art furniture makers. The Furniture Design Program curriculum provides students the framework for their development as designers and makers. The Furniture Design Program's commitment to excellence is reflected in the high standards of professionalism achieved by its graduates.

Courses are taught by experienced and accomplished faculty. Students have the use of a well-equipped and maintained woodworking shop/studio. Introductory courses stress the importance of drawing, conceptualizing skills, design research and development, construction techniques and technologies, model making, art furniture history, and the completion of full-size furniture prototypes.

Intermediate and advanced courses challenge students to continue to develop their technical skills and begin

to forage personal design aesthetic. Career goals and strategies are explored and developed. Classes are augmented with visiting artists, field trips, student/professional design competitions and shows, and other pertinent professional activities.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core

Foundation Studies

19 credits

Art History, Theory, and Criticism

18 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

33 credits distributed as follows

- HER-Q241 Furniture Design 1 (3 cr.)
- HER-Q242 Furniture Design 2 (3 cr.)
 - HER-Q341 Furniture Design 3 (6 cr.)
- HER-Q342 Furniture Design 4 (6 cr.)
- HER-Q441 Furniture Design 5 (6 cr.)
- HER-Q442 Furniture Design 6 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- Academic elective (3 cr.)
- English Literature Course (3 cr.)

Total: 125 credits

Last update: March 2024

Integrative Studio Practice

Integrative Studio Practice

The BFA in Integrative Studio Practice (ISP) is a professional undergraduate degree for students whose artistic goals entail working with media in combination. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of artistic practice. Opportunities following graduation are essentially the same as for students identifying with a single program.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Statewide Transferrable General Education Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism and Professional Development

15 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

Students will take 15 credits of dedicated coursework in Integrative Studio Practice. In addition, students will select an area of concentration, designated here as "major studio," in which they will pursue 15 credits.

30 credits distributed as follows

- Beginning Integrative Studio Practice (3 cr.)
- 200-level major studio (3 cr.)
- Intermediate Integrative Studio Practice I (3 cr.)
- Intermediate Integrative Studio Practice II (3 cr.)
- 300-level major studio (6 cr.)
- Advanced Integrative Studio Practice III (3 cr.)
- 400-level major studio (6 cr.)
- Capstone: Integrative Studio Practice (3 cr.)

Non-Studio requirements

- ENG-L 105 or L115 English Literature (3 cr.)
- Open elective (3 cr.)

Total: 125 credits

Last update: March 2024

Painting

Painting

The BFA in Painting is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Painting. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the painter's craft.

The Painting Program features balanced instruction and a diverse faculty presenting a wide range of viewpoints. This well-rounded educational preparation provides students with the opportunity to acquire the knowledge and ability essential to creative activity.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone focus

Major Studio Requirements

Credits distributed as follows

- HER-P201 Painting 1 (3 cr.)
- HER-P202 Painting 2 (3 cr.)
- HER-P301 Painting 3 (3 cr.)
- HER-P302 Painting 4 (3 cr.)
- HER-P303 Concepts in Figuration 1 (3 cr.)
- HER-P304 Concepts in Figuration 2 (3 cr.)
- HER-P401 Painting 5 (6 cr.)

- HER-P402 Painting 6 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Photography

Photography

The BFA in Photography is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Photography and associated media. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the photographer's craft.

As digital technology effectively blurs the line between films, periodicals, television, and photographs, students of photography are constantly challenged to define and reexamine the photographer's role in society and contemporary art practices.

A photography student will approach the study of Photography beginning with traditional black and white materials and progress to color processes with a concentrated examination of contemporary still and moving digital medias. By examining the history of photography, students will understand the roles photography played in culture throughout the past and its current position as an art form and cultural phenomena. Technical proficiency, personal growth, as well as conceptual and aesthetic development are emphasized equally.

Herron's photography facilities are among the best in the nation. With our hybrid approach to both analog and digital media, the department supports multiple black and white labs, a computer lab with state of the art scanning and inkjet printing equipment, a shooting studio, a large dedicated finishing area complete with wall cutters, hot and cold mounting presses, and a convertible gallery space. This permits students to work in a variety of formats and media, including black and white silver gelatin printing, analog chromogenic development and printing processes, large scale inkjet printing, historical, alternative, and mixed media processes, sound and video. Students will have access to professional equipment, including medium format, and 4x5 film based camera, and DSLRs, video cameras, studio lighting kits, light meters, tripods, and limited state of the art digital equipment.

At various points in the curriculum students will be required to purchase their own personal equipment to

grow their creative and technical capabilities. This includes purchasing a light meter in their sophomore year, a DSLR by fall of junior year, and a laptop by spring of junior year. Students are also required to complete an internship as part of the curriculum as it provides for extremely valuable real world experience that classroom teaching cannot simulate.

Mastering technical processes and developing your own artistic vision prepares you for a choice of multiple careers in photography and related fields. Employment opportunities include working perhaps as a studio artist and exhibiting work in fine art galleries and museums; being employed as a documentarian, publishing work in newspaper and other print venues or working in museum documenting works of art; as a commercial photographer; or as a portraitist. Many of our graduates work in emerging digital media, still, moving, and the worldwide web.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to IU Indianapolis degree maps. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism and professional development

15 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X401 Senior Capstone Focus

Major Studio Requirements

- HER-K201 Introduction to Photographic Processes (3 cr.)
- HER-K202 Analog to Photography 2 (3 cr.)
- HER-K211 Intermediate Digital Photography (3 cr.)
- HER-K300 Photography and Intermedia: Time-Based Art (3 cr.)
- HER-K301 Lighting for Photography (3 cr.)
- HER-K302 Hybrid Approaches to Photography (3 cr.)
- HER-K303 Color Photography (3 cr.)
- HER-K330 OR HER-K430 Photography and Intermedia Seminar (Variable Topics) (3 cr.)
- HER-K401 Photography V (6 cr.)

- HER-K402 Photography VI (6 cr.)
- HER-K411 Individual Research in Photography (3 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Printmaking

Printmaking

The BFA in Printmaking is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Printmaking. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the printmaker's craft.

The Printmaking curriculum provides a broad and intensive experience for printmaking majors and studio elective opportunities for other fine arts, Visual Communication Design, and Art Education students. Course work in lithography and etching is offered at beginning, intermediate, and advanced levels every semester. Processes covered include plate and stone lithography and the intaglio processes of etching, engraving, and aquatint. Additional courses include printing in monotype, woodcut, and silkscreen. Spacious, well-equipped, accessible facilities for the study of these traditional approaches to printmaking are augmented by additional facilities for the investigation of digital and photomechanical processes.

Basic courses establish a solid, comprehensive foundation of traditional technical skills unique to the printed image, while instruction emphasizes the development of drawing, self-expression, and concept. At the intermediate and advanced levels, students continue to acquire new technical skills. There is extensive work in color, as the emphasis shifts to imagery, concept, and critical thinking.

Advanced students are given considerable autonomy, working largely in self-defined directions in consultation with faculty while focusing on printing technologies most appropriate for individual development. Group critiques, field trips, portfolio projects, student exhibition opportunities, and workshops and lectures by visiting artists complement the studio experience by providing critical discussion, participation, incentives, and role models.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

- HER-G201 Etching I (3 cr.)
- HER-G202 Lithography I (3 cr.)
- HER-G301 Etching 2 (3 cr.)
- HER-G302 Lithography 2 (3 cr.)
- HER-G303 Etching 3 (3 cr.)
- HER-G304 Lithography 3 (3 cr.)
- HER-G401 Printmaking 3 (6 cr.)
- HER-G402 Printmaking 4 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.) Total: 125 credits

Last update: March 2024

Sculpture

Sculpture

The BFA in Sculpture is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Sculpture. Students in the program develop critical thinking skills, refine their intellectual

and creative processes, and learn both traditional and contemporary aspects of the sculptor's craft.

Herron's Sculpture Program encourages consistent growth, from the introductory three-dimensional experience through the fourth and final year of advanced work. The multimedia fabrication and foundry facilities provide a level of sophisticated technical experience unique to the undergraduate level.

As sophomores, Sculpture students are introduced to a wide spectrum of techniques and processes, which include metal fabrication, casting, woodcarving, construction, resins, plastics, and stone carving, as well as work in nontraditional materials. Through a team teaching approach, students are exposed to a broad base of practical information, critical analysis, and creative discourse.

As juniors and seniors, students continue investigations and creative pursuits begun in their sophomore year. Juniors and seniors work more independently as they sharpen their individual focus and prepare for graduate school or professional work. Graduates of the sculpture program have had the opportunity to investigate all three-dimensional media and are prepared to continue independent development.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to IU Indianapolis degree maps. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism and professional development

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

Credits distributed as follows

- HER-S201 Sculpture 1 (3 cr.)
- HER-S202 Sculpture 2 (3 cr.)
- HER-S301 Sculpture 3 (6 cr.)
- HER-S302 Sculpture 4 (6 cr.)
- HER-S401 Sculpture 5 (6 cr.)

- HER-S402 Sculpture 6 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Visual Communication Design

Visual Communication Design

The BFA in Visual Communication Design is a professional undergraduate degree for students to gain theoretical and applied experience that will prepare them for numerous careers within the design discipline.

Visual Communication Design majors prepare for their career by integrating design studies with coursework in the liberal arts and sciences on the IU Indianapolis campus.

Successful students achieve all the learning outcomes defined by the National Association of Schools of Art and Design (Herron's accrediting body) and AIGA (the professional association for design) as essential competencies for design professionals.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis Indiana College Core.

Foundation Studies

20 credits

Art History, Theory, and Criticism and professional development

12 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-V214 History of Visual Communication (3 cr.)
- HER-V201 Making Meaning (3cr.)

Major Studio Requirements

The VCD curriculum is a sequence of Design Studios, support studios, and several Design Labs. In the junior and senior years, students select from several VCD electives in addition to taking prescribed courses.

Students must complete 9 credits of 400-level coursework in their area of focus with all prerequisites and co-requisites for those courses.

36 credits distributed as follows:

HER-V210 Foundations of Graphic Design (3 cr.)

HER-V211 Typography I (3 cr.)

HER-V251 Typography II (3 cr.)

HER-V308 Design Lab (1.5 cr.)

HER-V311 Typography III (3 cr.)

HER-V340 Design in Context (3 cr.)

HER-V408 Advanced Design Labs (1.5 cr. each / need 3 sections)

HER-V453 Internship (3 cr.)

HER-V230 Brand Identity Design (3cr.)

HER-V325 Kinetic Design (3cr.)

HER-V430 Cross-Cultural Design (3cr.)

HER-V200 Design, Media, and Culture (3cr.)

Academic elective (3 cr.)

Total: 125 credits

Tracks

- Graphic Design
- Digital Experience Design
- Design Strategy

Recommended Associated Subjects for Academic Electives:

- Anthropology and cultural studies
- Business
- Communication and rhetoric
- Engineering
- History
- Psychology and human factors

Recommended Associated Subjects for Studio Electives:

- Book Arts
- Drawing
- Emerging Technologies
- Illustration
- Photography
- Printmaking
- Time-based media / Video

Last updated: March 2023

Degree Programs

Bachelor of Arts

- Art History

Bachelor of Art Education

- Art Education
- Art Education and Bachelor of Fine Arts - dual degree

Bachelor of Fine Arts (BFA)

- Ceramics
- Drawing & Illustration
- Furniture Design
- Integrative Studio Practice
- Painting
- Photography
- Printmaking
- Sculpture
- Visual Communication Design

Bachelor of Science

- Music Technology
- Music Therapy

Bachelor of Science

The department offers graduate and undergraduate programs in music technology and music therapy. All degree programs are focused on technological innovation in the arts to improve access to high quality performing arts and understand the influence of the performing arts on health and well-being. We are training dedicated 21st century musicians with a progressive education emphasizing integrations of science and sound. Our students learn the technical, theoretical, and creative skills required to be successful in today's music professions.

Our department and programs are accredited by the National Association of Schools of Music (NASM), requiring routine self-evaluation to meet evolving quality standards. Our Bachelor and Master of Science in Music Therapy degrees are also approved by the American Music Therapy Association (AMTA).

The Department of Music and Arts Technology performance ensembles and private lessons are open to both major and non-major students.

Ensemble groups include the Jazz Combos, University Choir, IU Indianapolis Percussion Ensemble, Guitar Ensemble, Telematic Performing Ensemble, Electro-Acoustic Ensemble (E/A), Electronic Music Ensemble (ExME), and DISEnsemble.

This department awards degrees from Indiana University.

Music Technology

Bachelor of Science in Music Technology

The Bachelor of Science in Music Technology (BSMT) is a four-year degree program instilling students with technical, theoretical, and creative skills required to pursue professional careers in the growing field of music technology. Students enroll in both traditional music studies, (music theory, aural skills, keyboard studies, and applied instrument lessons) as well as our wide-ranging and innovative technology courses of Recording and Production, Creative Music Technology, Digital Signal Processing for Music, and Interface and Instrument Design. The degree culminates with presentation of a capstone project, combining a student's creative, technical, theoretical, and historical knowledge. One hundred and twenty (120) hours of coursework are required with a concentration in an allied field such as computer technology. The degree is designed as a four-year course of study.

The BSMT program covers the following areas of focus:

1. Essentials of Music Technology: Concepts include acoustics, psychoacoustics, analog and digital audio, MIDI, and digital notation.
2. Recording and Production: Technical competency in industry-standard recording software, techniques, and equipment. Concepts include analog and digital recording, microphone design and placement, studio design and setup, mixing, and mastering.

3. Live electronic manipulation and performance: Concepts include hardware and software for live music creation, audio interfaces and live equipment setup, control interfaces for live manipulation of analog and digital instruments, and performance practice.
4. Creation and Composition through Music Technology: The use of technology in creating, composing, and making music in both live and studio practices. Concepts include composition and notation software, and the theory and practice of composition with music technology.
5. Digital Signal Processing and Synthesis: Software design through the use of a graphic programming environment. Concepts include audio and video digital signal processing, sound synthesis, and interactive and generative media.
6. Interface and Instrument Design: The development of new instruments and interfaces using software programming and hardware construction.

Application to the BSMT Program

Students who wish to pursue a Bachelor of Science in Music Technology degree must submit both an IU Indianapolis online application and a Music and Arts Technology online application: <https://herron.iupui.edu/admissions/undergraduate/apply-mt/freshman.html>.

If approved to do so via this application process, prospective students will also be required to take an audition/interview and two short online placement exams.

Admission Requirements

- First, acceptance to IU Indianapolis - [Apply Here](#).
- Second, submission of the Department of Music and Arts Technology application - [Apply Here](#).
- Third, if approved, complete a scheduled audition/interview session and two short online placement exams (see Audition Information below).

Upcoming audition dates are available from [Music and Arts Technology online application](#).

General Audition Information

The required audition session allows applicants to demonstrate interests, skills, and experiences in 1) music performance and creativity, 2) contemporary music technologies, 3) other arts-related creative, technological, and/or engineering fields, and 4) comprehension of music theory. Applicants are not required to demonstrate in all of these areas, though the audition committee is seeking applicants likely to excel in a degree balancing music technology course work with music theory and performance/creative skills.

A "primary instrument" declared for degree entry is to be used in the audition for a performance/creativity skill demonstration (i.e. a specific instrumental/voice, or "applied music technology" such as laptop/software, midi controllers, etc.). This choice determines a student's path for individual studio instruction throughout the degree. Regardless of primary instrument, applicants are encouraged to bring computer-based demonstrations to illuminate skills and experiences in areas noted above.

Audition requests will be processed only after submitting your application. If an audition is approved and scheduled, you will receive information on how to take two short online placement exams related to the degree program. These online exams must be completed prior to the audition date. Note that 1) your acceptance into IU Indianapolis as a student and 2) the departmental application must both be completed at least three weeks prior to the date of the requested audition.

For detailed departmental audition information click [here](#)

For questions, please contact Ms. Julie Wynn, Academic Advisor, Department of Music and Arts Technology 317-278-3264 julwynn@iupui.edu

Updated: March 2024

Music Therapy Bachelor of Science in Music Therapy

The Bachelor of Science in Music Therapy (BSMTh) is a 4.5 year degree program approved by the American Music Therapy Association. The BSMTh provides students with the musical, technical, and therapeutic skills to practice as entry-level music therapists in a variety of clinical fields. Students engage in traditional academic music studies (music theory, aural skills, and music history), piano, voice, guitar, percussion, improvisation, music technology, psychology, and music therapy specific courses. One hundred twenty (120) hours of course work are required for the BSMTh. The degree culminates in a six-month clinical internship after the completion of approximately eight semesters of course work and on-campus clinical training. Students who successfully complete the BSMTh curriculum, including internship, are eligible to take the [Music Therapy Board of Certification Exam](#) and earn the credential, Music Therapist-Board Certified (MT-BC).

The BSMTh program covers the following areas of focus:

- Clinical Musicianship
- Music Therapy Foundations
- Clinical and Counseling Skills
- Clinical Reasoning
- Creativity, Health, and Wellness
- Music Technology in Music Therapy
- Social Justice and Professional Advocacy

Students can expect to work with a wide variety of clients and patients in clinical settings in and around the Indianapolis area.

Application to the BSMTh Program

Students who wish to pursue a Bachelor of Science in Music Therapy degree must submit both an [IU Indianapolis university online application](#) and a [Music and Arts Technology online application](#). If approved to do so via this application process, prospective students will also be required to take an audition/interview and two short online placement exams (see Audition Information below).

While a prior formal music education is not required to be admitted to the program, some previous informal musical experiences (local choirs or bands, acapella groups, orchestra, music tech programming, solo performance, etc.) are required.

Admission Requirements

Students pursuing admission to the Bachelor of Science in Music Technology degree must complete the following:

- First, acceptance to IU Indianapolis - [Apply Here](#)
- Second, submission of the Department of Music and Arts Technology application - [Apply Here](#)
- Third, if approved, complete a scheduled audition/interview session and two short online placement exams (see audition Information below).

Upcoming audition dates are available from the [Music and Arts Technology online application](#).

General Audition Information

The required audition/interview session allows applicants to demonstrate: 1) an explanation of interest in the discipline of music therapy, 2) performance capabilities on one or more musical instruments, 3) vocal performance capability, 4) creative endeavors related to the arts, and 5) activities related to community service and/or therapeutic care.

A "primary instrument" declared for degree entry is to be used in the audition for a performance/creativity skill demonstration (i.e. a specific instrumental/voice, or "applied music technology" such as laptop/software, midi controllers, etc.). All BSMTh students focus on piano, voice, and guitar in lessons; however, students are encouraged to continue study on additional instruments as they so choose.

Audition requests will be processed only after submitting your application. If an audition is approved and scheduled, you will receive information on how to take two short online placement exams related to the degree program. These online exams must be completed prior to the audition date. Note that: 1) your acceptance into IU Indianapolis as a student; and, 2) the departmental application must both be completed at least three weeks prior to the date of the requested audition.

For detailed departmental audition information [click here](#).

For questions, please contact Ms. Julie Wynn, Academic Advisor, Department of Music and Arts Technology 317-278-3264 julwynn@iupui.edu.

Art History Minor

Undergraduate Art History Minor

Procedure

Students intending to pursue the Art History Minor should contact Herron Student Services to register, review the requirements, and plan their program of study.

Requirements

15 credits in Art History as follows:

- Any two of the following three introductory survey courses:
 - HER-H 101, H 102, H 205 (6 cr.)
- Upper-level courses (200-level optional, 300- and 400-level) 9 cr.
 - At least one 400-level course recommended.

- The 9 credits must include courses in at least two of the following five historical periods or subject categories:
 - Ancient & Medieval
 - Early Modern (Renaissance through Neoclassicism)
 - Modern (1800-1950)
 - Post-1950
 - World Art
 - Art Theory, Analysis, & Criticism
- Only courses completed with a grade of C (2.0) or higher will count toward the minor.
- In the case of transfer students, at least 6 credits at the 200-level or higher must be taken at Herron.
- Consult the bulletin and Schedule of Classes for regular and cross-listed courses.
- HER-H 100 Art in Culture and HER-H 221 Art Past and Present are not eligible to be counted toward the minor (or major) requirements.

Last updated: April 2024

Book Arts Minor

Book Arts Minor

The minor in book arts offers a comprehensive course of study to disciplines for which text, narrative and visuals are relevant in relation to tactile structure, interactivity and presentation. Course work is committed to developing excellence in work by hand as well as expressive and conceptual skills. Finding synergies between disciplines is an important aspect of artist books as well as complementing the digital world with unique objects, that can creatively problem solve. The minor consists of a 15 credit hour course of study that focuses on book bindings and technical processes as they relate to artists' books and/or sculptural paper, handmade paper production, methods of typesetting and image development within the book environment, as well as the role of book arts in the contemporary art and print market. The program's goal is to build students' technical skills and conceptual maturity for advanced and professional work in the medium and work in a wide variety of professions related to the book arts.

Procedure

The Book Arts minor is open to all IU Indianapolis students. Students intending to pursue the minor should contact Herron Admissions and Student Services to register, review the requirements, and plan their program of study.

Requirements

15 credits total

Required core courses:

9 credits/3 courses (Courses are open to all IU Indianapolis students.)

- HER-G 206 Bookbinding
 - HER-G 208 Letterpress Typesetting
 - HER-G 308 The Visual Book
 - HER-G 310 The Printed Book
 - HER-G 211 Book Arts Basics
- Paper technologies:
3 credits/1 course (Courses are open to all IU Indianapolis students.)
- HER-G 210 Paper Engineering
 - HER-G 209 Papermaking
- Advanced Practices in Book Arts: 3 credits required
- HER-G 406 Advance Practices in Book Arts
- If approved in advance by Printmaking faculty, a 300 level experiential learning internship in the field, for example at the National Bindery in Indianapolis, or apprenticing with a local book artist, or working in the University Library (IU Indianapolis or IU Bloomington) book conservation lab, or in the Historical Society/IMA book conservation lab, may count toward one 3-credit elective course in which case the student would enroll in an appropriate internship supporting course such as HER-A453.
- Only courses completed with a grade of C (2.0) or higher will count toward the minor.
- Residency requirement: A minimum of 6 credits must be in courses taken at Herron School of Art and Design.
- Last update: March 2023

Graphic Design Minor

The Graphic Design Minor will provide students with a focused course of study to develop skills and basic understandings specific to applied visual communication design and related design professions. This minor will offer students fundamental skills in core areas of applied design such as typography, visual narrative, print production and design for the web. The minor aims to develop a level of technical proficiency in order to give students a professional introduction from which they can progress to more advanced understandings of applied design. Students will gain an understanding of professional craftsmanship and excellence, whether work is produced by hand or by digital means. This minor will serve students who desire an opportunity to develop marketable skills that complement their primary major, whether in Fine Arts or in other degree programs outside of Herron. The minor is not an option for Visual Communication Design majors.

Procedure

The Graphic Design minor is open to all IU Indianapolis students. Students intending to pursue the minor should contact Herron Admissions and Student Services to register, review the requirements, and plan their program of study.

Requirements

18 credits total

Core Courses:

Nine credits are required, which includes the following courses:

- HER-V 210 Foundations of Graphic Design

- HER-V 211 Typography I (3 credits)
- HER V 251 Typography II (3 credits, with V-211 prerequisite)

Elective Courses:

Three credits are required. Choose one of the following courses:

- HER-K 201 Introduction to Photographic Processes (3 credits)
- HER-A 205 Introduction to Illustration I (3 credits)
- HER-V 200 Design, Media and Culture (3 credits)

Six credits are required. Choose two of the following courses:

- HER-K 201 Introduction to Photographic Processes (3 credits)
- HER-A 205 Introduction to Illustration I (3 credits)
- HER-V 200 Design, Media and Culture (3 credits)
- HER-G 203 Silkscreen Printing (3 credits)
- HER-G 206 Bookbinding (3 credits)
- HER-K 211 Introduction to Electronic Media (3 credits)
- HER-Y 202 Designing for Hybrid Spaces (3 credits)

Only courses completed with a grade of C (2.0) or higher will count toward the minor.

Residency requirement: A minimum of 6 credits must be in courses taken at Herron School of Art and Design.

Last update: April 2023

Minors and Certificates

MINORS

Art History Minor

Art Minor

Book Arts Minor

Graphic Design Minor

Studio Art and Technology

Music Minor

Music Technology Minor

Last update: March 2024

Studio Art and Technology Minor

Studio Art and Technology Minor

Students from the Herron School of Art and Design will be introduced to and become proficient with a wide variety of analog and digital tools that both extend traditional methods and materials (that have been a part of these disciplines for centuries) and explore the use of new technologies in

the creation of work that is uniquely expressive and based on problem solving and real-world, hands-on applications.

Procedure

The Studio Art and Technology Minor is a joint minor with the School of Informatics and Computing. This minor is only open to Herron and Informatics students. Informatics students should contact their Advising Office for their requirements. Herron students should contact Herron Student Services to register, review the requirements, and plan their program of study.

Requirements

18 credits total

Required Courses:

5 courses / 15 credits

- NEWM-N 102 Digital Media Imagery
- NEWM-N 115 Introduction to Multi-Device Web Development
- NEWM-N 202 Digital Storytelling
- NEWM-N 238 2D Animation
- NEWM-N 241 Stop Motion Animation

Elective Courses:

1 course/ 3 credits

- NEWM-N 201 Design Issues in Digital Media
- NEWM-N 215 Online Document Development
- NEWM-N 243 Introduction to Digital 3D
- NEWM-N 253 Introduction to Digital Video
- NEWM-N 255 Introduction to Digital Sound

Only courses completed with a grade of C (2.0) or higher will count toward the minor.

Last update: March 2022

Art Minor

Undergraduate Art Minor

Herron's 18-credit-hour minor in Art is designed to give IU Indianapolis students hands-on training in art-making as a valuable complement to their major program.

No matter your major, professions today require critical thinking, creativity, and the ability to communicate visually. Studying the visual arts through core courses in art and design will enhance your comprehension of various cultural contexts, introduce you to the creative process, and build your expressive and conceptual skills across a wide range of media.

Only courses completed with grade of C (2.0) or better will count towards minor.

* Courses that satisfy the IU Indianapolis General Core requirement.

Eligibility

Students in all IU Indianapolis majors except for Fine Arts and Art Education are eligible to pursue an Art minor at Herron.

Art Minor – 18 credits required

Context Courses: 3 credits required - choose 1 course from the following:

- * HER-H 100 Art in Culture
- * HER-H 200 Understanding Contemporary Art
- * HER-H 221 Art Past and Present
- * HER-V 214 History of Visual Communication Design

Core Courses: 6-9 credits required - choose 2 or 3 courses from the following:

- * HER-E 101 Beginning Drawing I (3 cr.)
- * HER-E 105 Beginning Painting I (3 cr.)
- * HER-E 109 Color and Design For Non-Art Majors (3 cr.)
- * HER-E 111 Metalsmithing and Jewelry Design (3 cr.)
- * HER-E 113 Introduction to Sculpture (3 cr)
- * HER-E 201 Photography I (3 cr.)
- * HER-Q 241 Beg. Furniture Design I (3cr.)

HIGHER PROFICIENCY COURSES

Six or nine credits required. Choose two or three of the following (note prerequisites):

- * HER-E 102 Beginning Drawing II (3 cr)
- * HER-E 106 Beginning Painting II (3 cr)
- * HER-E 209 Drawing for Interior Design (3 cr)
- * HER-D 251 Anatomy for Artists (3 cr)
- * HER-Z 200 The Artist Within (3 cr)
- * HER-G 212 Paper Engineering (3 cr)
- * HER C 204 Ceramics Hand Building (3 cr)
- * HER-C 206 Ceramics Wheel Throwing (3 cr)
- * HER-C 208 Intermediate Wheel Throwing (3 cr)
- * HER-E 202 Photography II (3 cr – prerequisite E201)
- * HER-A 261 Introduction to Computer Imagery I (3 cr)
- * HER-A 262 Introduction to Computer Imagery II (3 cr)
- * HER-E 320 Advanced Concepts in Metalsmithing and Jewelry Design (3 cr)
- * HER V 308 Design Lab Rotating Topics (1 to 3 credits, some prerequisites may

may be required.

- * HER-N208 Integrative Studio Labs: Rotating Topics (some may require permission of instructor)
- * HER S 201 Sculpture I (3 cr)

Other courses may be counted towards the minor with approval of the faculty.

Residency requirement: A minimum of 6 credits must be in courses taken at Herron School of Art and Design.

For questions about the Art minor and to declare the minor, contact Herron's Office of Admission and Student Services at 317-278-9400 or herron4u@iupui.edu.

Last updated: April 2023

Music Minor

Music Minor

The music minor is available to students majoring in other areas of study at IU Indianapolis. Students must submit an application for the music minor, available online at <https://herron.iupui.edu/academics/minors-certificates/music-minor.html> No audition is required for the minor.

Music Minor Requirements

The undergraduate Minor in Music requires students to complete 20 credit hours made up of the following requirements:

Core Courses	
MUS-Z111 Introduction to Music Theory	3 cr.
MUS-M174 Music for the Listener	3 cr.
Music Ensemble	
Two credits in music ensemble courses	2 cr.
or MUS-Z100 The Live Musical Performance	
Music Electives	12 cr.

All courses must be completed with a C or higher to count toward the minor. A cumulative GPA of 2.0 is required to award the minor. A minimum of 10 credit hours must be taken at IU Indianapolis.

Updated: March 2024

Music Technology Minor

Please review the requirements from the Herron School of Art and Design, website:

<https://herron.iupui.edu/academics/minors-certificates/music-technology-minor.html>

Updated: March 2024

Bachelor of Art Education

Upon completion of the **Bachelor of Art Education** at Herron students will demonstrate the following competencies:

Philosophy

Demonstrate critical reflection on the aesthetic and artistic purposes of art in P-12 learners; articulate and apply personal philosophy in classroom practice.

Communication

Communicate ideas clearly through speech, writing, and visual forms about issues of personal importance and

human significance in local and global communities; and apply this to classroom practice.

Content Knowledge - Studio Art

Demonstrate expertise in basic expressive, technical, procedural and organization skills in a wide variety of media and demonstrate mastery in conceptual insights and visual thinking developed through studio experiences; and make these aspects of the discipline accessible and meaningful for P-12 learners.

Content Knowledge - Art History and Analysis

Understand the major styles and periods of art history, the analytical methods and theories of criticism; understand development of past and contemporary art forms, including visual culture, and, understand contending philosophies of art and the relationship of all of these to the making of art; and, make these aspects of the discipline accessible and meaningful for P-12 learners.

Content Knowledge - Innovation/Ideation

Understand and apply processes of idea generation, imagination, and innovative thinking from a range of disciplines to problems in their artwork and their lives; and develop abilities of creative problem solving and critical inquiry and authentic meaning making in P-12 learners.

Learner Development

Understand the developmental needs and diverse social and cultural constructions of identity in all learners and implement a variety of appropriate visuals, tools, media, technology, and other disciplines to differentiate learning in inclusive, multicultural, and urban classrooms.

Learning Environment

Construct a learning environment that promotes student achievement, utilizes social learning and group dynamics, promotes respect and collaboration among of all learners, and incorporates multiple contexts where art exists outside the classroom including museums, galleries, homes, and public sites.

Instructional Strategies

Understand and implement curriculum and a variety of instructional strategies that develop in-depth, complex student skills and knowledge in art content, and integrate art across disciplines.

Bachelor of Arts in Art History

Students having completed this program will . . .

- Describe and apply a substantial interdisciplinary body of knowledge related to their own art historical traditions and the traditions of others.
- Recognize the variety of images, objects, and practices studied in art history and the varied materials and techniques used to create them.
- Distinguish between a personal response to works of art and interpretations grounded in research.
- Compare, contrast, and classify objects based on form, content, and context.
- Evaluate visual and material culture using formal analysis.
- Analyze and interpret visual and material culture using a variety of theoretical frameworks.

- Describe connections and differences between visual and material culture and social contexts across history and throughout the world.
- Recognize how the circulation of people, materials, and ideas affect artistic styles, techniques, and ways of thinking across different regions and time periods in global and local contexts.
- Demonstrate how artworks and interpretations change through time.
- Conceive of and carry out research involving: formulating a question; gathering information; critically evaluating information; making an argument; and defending a conclusion in speech and in writing.
- Apply their visual literacy to make informed and ethical judgments.
- Work independently and with others to examine and reflect on visual and material culture.

Professional Responsibility

Engage in continuing professional development and use evidence to evaluate practice. Provide leadership in the profession of art and education within the classroom, school, community and beyond.

Bachelor of Fine Arts

Graduates of a Fine Arts program will achieve the following:

1. Demonstrate technical and conceptual proficiency with the materials and media associated with their major, and related media. (Varies by major)
2. Work and engage with diverse communities through personal and co-creative activities.
3. Explore new and different ideas and approaches and reconsider familiar or more traditional ways of thinking.
4. Describe historic and contemporary art directions, movements, and theory and place their own artwork in a contemporary context
5. Develop a personal aesthetic that will be demonstrated in the characteristics of their artwork, writing, and speech. (Varies for Drawing and Illustration majors.)
6. Write, speak, and effectively critique their own work and the work and ideas of others in a theoretically and historically informed manner.
7. Apply knowledge and experience of art in a professional context, and utilize best practices and ethics held by the profession.

Please refer to the Herron website for the versions of these common learning outcomes defined for specific majors.

Student Learning Outcomes

Undergraduate Student Learning Outcomes

- Bachelor of Arts in Art History
- Bachelor of Art Education
- Bachelor of Fine Arts*
- Bachelor Fine Arts in Visual Communication Design
- Pre-Art Therapy Certificate

- Music and Arts Technology
- Music Therapy

*Includes Ceramics, Drawing and Illustration, Integrative Studio Practice, Painting, Furniture, Design, Printmaking, Photography, Sculpture

Bachelor of Fine Arts in Visual Communication Design (B.F.A.)

Students having completed this program will. . .

- Identify and analyze a problem space through multiple points of view.
- Work with diverse groups of users to clarify needs and goals relevant to end users of design outcomes.
- Explore potential solutions to a problem through widely divergent iterations and prototyping.
- Develop form that reflects understanding of relevant elements, both formal and contextual, resulting in solutions that are appropriate for the intended communication and audience.
- Synthesize solutions from concept through execution.
- Discuss and/or write analysis of visual communication work, either their own or that of others.
- Select and utilize appropriate software, diverse media, techniques, and tools to effectively communicate intended communication.
- Organize and present work visually and orally with a professional demeanor.

Pre Art Therapy Certificate

1. Students will be prepared with academic knowledge to be eligible to apply to a graduate program in art therapy.
2. Students will build a portfolio of artwork that they may submit as a required part of their admission application to a graduate program in art therapy.
3. Students will be able to recognize, discuss, and put into practice a range of creative processes for making works of art.
4. Students will be able to use a range of art media for creative expression.
5. Students will be able to discuss and critique works of art from multiple theoretical perspectives.
6. Students will be able to describe concepts from the discipline of psychology and to understand them when discussed in their applications to art therapy.

BS Music and Arts Technology

Undergraduate

Student Learning Outcomes

Music & Arts Technology

Music Technology, B.S.

Upon completion of this program, students will be able to:

1. Think, speak, and write clearly and effectively.
2. Demonstrate acquaintance with mathematical and experimental methods of the physical and biological sciences; including analysis and historical and quantitative techniques.
3. Address culture and history from a variety of perspectives.
4. Understand and experience thinking about moral and ethical problems.
5. Respect, understand, and evaluate work in a variety of disciplines.
6. Explain and defend one's views effectively and rationally.
7. Understand and have experience with art forms other than music.
8. Hear, identify, and work conceptually with the elements of music-rhythm, melody, harmony, and structure.
9. Understand compositional process, aesthetic properties of style, and the ways these shape and are shaped by artistic and cultural forces.
10. Demonstrate acquaintance with a wide selection of musical literature - the principal eras, genres, and cultural sources.
11. Develop and defend musical judgments.
12. Perform in areas appropriate to the student's needs and interests.
13. Sight read.
14. Understand procedures for realizing a variety of musical styles.
15. Demonstrate capacity to create derivative or original music both extemporaneously and in written form.
16. Compose and improvise at a basic level in one or more musical languages
17. Understand how technology serves the field of music as a whole.
18. Demonstrate a working knowledge of the technological developments applicable to their area of specialization.
19. Work independently on a variety of musical problems by combining their capabilities in performance; aural, verbal and visual analysis; composition and improvisation; and history and repertory.
20. Form and defend judgments about music.
21. Acquire the tools of work with a comprehensive repertory, including music from various cultures of the world and music of their own time.
22. Understand basic interrelationships and interdependencies among the various professions and activities that constitute the musical enterprise.
23. Acquire the skills necessary to assist in the development and advancement of their careers.
24. Develop teaching skills, particularly as related to their major area of study.
25. Develop improvisational skills in all areas of musicianship

26. Experience a broad range of repertory through attendance at events such as recitals, concerts, opera and music theatre productions, and other types of performances.
27. Explore areas of individual interest related to music in general or to the major.
28. Explore multidisciplinary issues that include music.
29. Practice synthesis of a broad range of musical knowledge and skills, particularly through independent study that involves a minimum of faculty guidance, where the emphasis is on evaluation at completion.

BS Music Therapy

Undergraduate

Student Learning Outcomes

Music Therapy

Music Therapy, B.S.

Graduates of the Music Therapy program will display competence in the following competency areas defined by the American Music Therapy Association:

1. Music Theory and History
2. Composition and Arranging Skills
3. Major Performance Medium Skills
4. Functional Music Skills
5. Conducting skills
6. Movement Skills
7. Therapeutic Applications
8. Therapeutic Principles
9. The Therapeutic Relationship
10. Foundations and Principles of Music Therapy
11. Client Assessment
12. Treatment Planning
13. Therapy Implementation
14. Therapy Evaluation
15. Documentation
16. Termination and Discharge Planning
17. Professional Role/Ethics
18. Interprofessional Collaboration
19. Supervision and Administration
20. Research Methods

Undergraduate Programs

Foundation Studies Program

The Foundation Program serves as a base for future work at Herron. In the Foundation Program, students develop drawing skills, powers of observation, an understanding of visual principles, creative processes for developing and critiquing works of art and design, and a working knowledge of materials and techniques, both traditional and digital, while becoming more knowledgeable about art history. The program is constructed so that students, through self-examination and faculty counseling, will be able to select intelligently the area in which they will major when the Foundation Program has been completed. Much of the success of Herron programs has been due to the comprehensive strength of the Foundation Program and the basic preparation that it provides.

The Foundation Program, or its equivalent in previously earned credit (as determined by the Admissions

Committee), is a required component of the fine arts and education degree programs.

Foundation Program Curriculum

Semester I Credits

- HER-D 101 Drawing I (3 cr.)
- HER-F 121 Two-Dimensional Design (3 cr.)
- HER-F 123 Three-Dimensional Design (3 cr.)

Other courses included in fall foundation year:

- HER-X 101 Foundation Resources Workshop (1 cr.)
- Art History 101 History of Art I (3 cr.)

Semester II Credits

- HER-D 102 Drawing II (3 cr.)
- Her-F 130 Studio Art and Technology (3 cr.)
- Her-F 131 Image 4D Studio (2cr.)
- Her-F 132 Building/Making (2cr.)

Other courses included in spring foundation year:

- Art History 102 History of Art II (3 cr.)

Update: March 2023

Admissions

Graduate Admission

- Master of Arts in Art Therapy
- Master of Fine Arts in Visual Art
- Master of Design (MDes)
- Master of Science in Music Technology
- Master of Science in Music Therapy
- Doctor of Philosophy in Music Technology
- Doctor of Philosophy in Music Therapy

MA in Art Therapy

Art Therapy Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Art Therapy Admission Guidelines](#)

Last updated: March 2024

MFA in Visual Art

Master of Fine Arts in Visual Art Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Fine Arts Visual Art Admission Guidelines](#)

Last Update: March 2024

Master of Design

Master of Design

Admission Guidelines

For the most current and detailed information on applying, please visit:

<https://herron.iupui.edu/admissions/graduate/master-of-design.html>

Last update: March 2024

MS in Music Technology

Music Technology Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Science in Music Technology Admission Guidelines](#).

Last updated: March 2024

MS in Music Therapy

Music Therapy Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Science in Music Therapy Admission Guidelines](#)

Last updated: March 2024

PHD in Music Technology

PH.D. in Music Technology Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Ph.D. in Music Technology Admission Guidelines](#).

Last updated: March 2024

PHD in Music Therapy

PHD in Music Therapy Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Ph.D. in Music Therapy Admission Guidelines](#)

Last updated: March 2024

Master of Arts in Art Therapy

Herron's Master of Arts in Art Therapy is accredited by the Commission on Accreditation of Allied Health Education programs. The program makes the most of our location in a renowned art school that is housed within one of the nation's premier research institutions. This provides our graduates with a unique opportunity to integrate art and science into clinical practice. Through a wide range of internship opportunities with different populations, we are expanding the availability of art therapy services in the greater Indianapolis community.

Positioned within the urban campus IU Indianapolis, this two-year, full-time program provides a foundation in art therapy where the general concepts of science, art, and the creative process are understood and applied in a therapeutic context.

The program utilizes the theoretical and practical application of psychotherapeutic principles through a variety of interventions and in myriad settings including mental health, medical, educational, and other facilities. Students will be trained via didactic and experiential teaching methods and encouraged to use personal art making across the curriculum as a means of developing knowledge, skills, attitudes, and behaviors required for the competent and ethical practice of art therapy. Students will be exposed to contemporary approaches in art therapy, evidence-based practices, and various research methodologies, including art-based inquiry. Students are required to engage in clinical training within medical and healthcare facilities in Indianapolis and surrounding communities as a part of their coursework and are required to complete 1000 hours of supervised practicum and internship experience. Students who successfully complete Herron's Master of Arts in Art Therapy program will have met the requirements to apply for the Provisional Registration as an Art Therapist (ATR-P) through the Art Therapy Credentialing Board (ATCB) and Licensure as a Mental Health Counselor Associate (LMHCA) in the state of Indiana.

Policies

Students should consult the handbook given to them at orientation for policies and procedures pertaining to their degree progress.

Admissions

For detailed information regarding Herron's Art Therapy program, such as requirements for prerequisite courses and admissions, visit <https://herron.iupui.edu/admissions/graduate/art-therapy.html>

Applicants will be evaluated on the following:

- Academic history, including completion of required prerequisite courses
- 3 Letters of recommendation
- Personal statement and artistic portfolio, submitted to SlideRoom via <https://herron.slideroom.com>
- Interview results

Applicants for admission to the graduate program must have obtained or be in the process of obtaining a baccalaureate degree from an accredited institution.

Suggested plan of study (Any revisions to this curriculum made after this bulletin goes to press will be posted on the Herron website.)

Year 1 Fall Semester

- Lifespan Development
- Psychopathology and Advanced Diagnosis Practicum and Group Supervision
- History, Theory and Practice of Art therapy
- Art Therapy Practicum
- Counseling Theory and Practice for Art Therapists

Year 1: Spring Semester

- Art Therapy with Families and Adults
- Ethical and Legal Issues in Counseling and Art Therapy
- Art Therapy with Children and Adolescents
 - -Assessment and Evaluation in Art Therapy
 - -Internship I

Summer Semester I/II

- Career Counseling Theory and Practice
- Strategies for Educational Inquiry

Year 2: Fall Semester

- Group Counseling for Art Therapist
- Cultural and Social Diversity in Counseling and Art Therapy
- Internship II
 - Professional Issues Capstone I

Year 2: Spring Semester

- Art Therapy and Counseling with Specialized Populations
- Professional Issues Capstone II
- Advanced Internship
- Studio Art for Art Therapists

Last updated: March 2022

Admission

Financial Assistance and Fellowships

Graduate Fellowships may be awarded in the following categories of responsibility: Faculty Assistant in the Classroom, Studio or Lab Technician, Program Assistant (to areas such as Herron's Galleries, Basile Center for Art and Design, etc.), or as a Grant-Funded Faculty Assistant in the Studio. Graduate Appointees as the Instructor of record to a course may also be awarded. Graduate students may also be awarded scholarships based on their qualifications documented in their application to the program.

MFA in Visual Art

The Master of Fine Arts in Visual Art is a 60-credit hour program of study that provides students with an in-depth, professional-level understanding of visual art planning, production, and presentation. Students may pursue one of six emphasis areas for this program: Ceramics, Furniture Design, Painting/Drawing, Photography/Intermedia, Printmaking, or Sculpture. The program consists of a systematic sequence of educational opportunities for students to gain fluency in the practices and issues involved in creating original works of visual art and developing their careers within contemporary society. The Master of Fine Arts degree is recognized by the art and design professions as the terminal degree in the studio arts.

The objectives of the program are: (1) to create coursework and experiences in which students examine and learn to shape the formal, thematic, theoretical, social, cultural, cognitive, and technological aspects of visual art; (2) to develop university and community based collaborations that facilitate learning and research opportunities; (3) to provide opportunities for developing leadership in the professional practice of visual art and to prepare graduates for a range of specialized careers, from university-level teaching to creative entrepreneurship to employment by urban arts organizations to work as independent artists; (4) to foster an exploration of visual art as an intellectual and experimental practice that is rooted in a specific time and place; (5) to engage students in studio activity that is placed in a professional context, from making work to its presentation, installation, marketing, and critical analysis; and (6) to provide students with the intellectual flexibility to research, plan, design, fabricate, and complete work utilizing a variety of processes in a variety of settings for a variety of purposes.

Admission

Herron School of Art and Design's M.F.A. program in Visual Art is a two-year, full-time experience with an interdisciplinary approach and research focus. Our emphasis in integrative studio practice will allow you to develop a unique interdisciplinary approach to research and making. Elective options will offer you the flexibility to emphasize your specific studio practice within Herron's disciplines including ceramics, drawing, furniture design, painting, photography, printmaking, or sculpture.

For detailed information regarding Herron's Visual Art program, such as requirements for admission, visit <https://herron.iupui.edu/admissions/graduate/visual-art.html>.

Applicants will be evaluated on the following:

- Academic history
- Letters of recommendation
- Personal statement and résumé/CV
- Artistic portfolio, submitted to SlideRoom via <https://herron.slideroom.com>
- Interview results

Applicants for admission to the graduate program must have obtained or be in the process of obtaining a baccalaureate degree from an accredited institution.

To complete the degree:

At the successful completion of 60 credit hours towards the degree, the MFA candidate's educational experience at Herron School of Art and Design culminates in the required presentation and review of her/his thesis body of work by way of: 1) Thesis Exhibition (or other public presentation of a major body of work such as a major public art work), 2) Written Thesis Paper, and 3) Research & Thesis Documentation. This presentation and review of the thesis is a result of the entire graduate experience in which students develop professional expertise and a professional practice in their field of study as active studio artists.

Areas of Emphasis

- Ceramics
- Furniture Design
- Integrative Studio Practice
- Painting & Drawing
- Photography & Intermedia
- Printmaking
- Sculpture

MFA Thesis Advisory Committee

Each graduate student enrolled in the MFA in Visual Art program will be assigned an MFA Thesis Advisor appointed by Herron's Director of Graduate Programs in Fine Art in conversation with Herron's Chair of Fine Arts.

The MFA Thesis Advisor will be a full-time faculty member from Herron's Fine Art Faculty. The MFA Thesis Advisor will also serve as Chair of the graduate student's MFA Thesis Advisory Committee.

The MFA Thesis Advisory Committee will provide regular, systematic feedback and guidance to the graduate student about her/his development of professional-level skills as well as cognitive development. The membership of this advisory committee must be approved by the Director of Graduate Programs and will comprise of members in and out of the student's emphasis area.

The committee will meet with the student a minimum of three times to conduct a formal review of the candidate's progress towards the degree and in order to advise on the student's development. The student must pass all three reviews in order to remain in the program and complete the degree requirements. The reviews will take place at the following times:

1. 30 CREDIT HOURS REVIEW:

At the completion of 30 credit hours (midpoint): Consists of a committee review.

1. 45 CREDIT HOURS REVIEW:

At the completion of 45 credit hours: Consists of a committee review. Certifies student is ready to complete work for MFA Thesis Exhibition/Project. Approves plans for MFA Culminating Thesis Experience. Provides advice on Written Thesis Statement.

1. 60 CREDIT HOURS REVIEW:

At the completion of 60 credits, Thesis Exhibition/Project, Written Thesis Paper, and Research Documentation: Consists of a committee review of the Written Thesis Paper and Research Documentation, as well as an oral defense of graduate's Thesis Exhibition/Project.

Grade Requirements

- Each graduate student must maintain an overall grade point average of 3.0 to remain in the MFA program.
- In all non-studio emphasis courses only grades of "C" or higher will only count towards the completion of the MFA degree
- A minimum grade of "B" or higher must be awarded in the courses of the student's studio emphasis.
- A minimum grade of "B+" must be achieved in the course: "HER R599: Studio Emphasis IV: Thesis Exhibit/Project."

Additional policies

Students should consult the MFA Graduate Student Handbook that is provided to each entering graduate student in the MFA in Visual Art program. This program is given to them at orientation and contains additional policies, procedures, documents, and forms, as well as further information about the MFA Advisory Committee, the review process, and the MFA Culminating Experience

Last Updated: March 2022

Admission

Herron's Master of Design (M.Des.) degree program prepares you to accelerate change in a leadership role with businesses, organizations, institutions, and communities. With the M.Des. degree program's genuinely interdisciplinary philosophy, we welcome students from a wide range of academic and professional backgrounds to facilitate meaningful, people-centered solutions. We consider each applicant's potential contribution to the student cohort, along with their academic achievements and professional accomplishments.

Applicants for the M.Des. degree program should have achieved a minimum cumulative GPA of 3.0 on a 4.0 scale and completion of a bachelor's degree. Students entering the M.Des. degree program are not required to have an established background in design or art. The nature of your portfolio depends on the nature of your experiences. Suppose your academic or professional expertise is in the field of design. In that case, your

portfolio will most likely represent the best of your visual works.

Concentrate as much communication as possible on showing your design processes. Do not create a portfolio containing only designed products. Your portfolio should also show how you think and solve problems. Include design "briefs" that define the problem or opportunity statements and communication objectives and the audience and context for each project so that your work can be evaluated meaningfully.

If your academic or professional experience is not in the field of design, submit projects that reflect your educational and past professional experience. Include a description of each project that clearly articulates the significance and outcomes. Collaborative work should be identified, including your role in the project.

Approach the portfolio as a design project, considering what projects form the portfolio and how the body of work is constructed. Use these design criteria as your guiding principles:

- The portfolio should represent your abilities as a strategic problem solver.
- The portfolio should represent your abilities as an information organizer.
- The portfolio should represent your ability to structure communications appropriately in order to demonstrate your interest in collaborative innovation.

Submit 3 to 5 projects online at .

Financial Assistance and Fellowships

Master of Design

Herron's graduate program in Design emphasizes applied people-centered design research, design thinking and design research methods.

The interdisciplinary, collaborative nature of the program requires students to participate in the program as a cohort of colleagues. Thus, the majority of the work in the program is performed within a shared learning community that requires students to be present throughout the graduate residency experience.

The program of study is 60 credit hours distributed equally across four semesters. Fifteen credit hours of course work each semester will be coordinated and co-requisite. The Master of Design requires full-time study within an academic residency.

Contact

Graduate application inquiries should be directed to:

Graduate Admissions/o Student Services Office
Indiana University Herron School of Art and DesignIU
Indianapolis
735 West New York Street
Indianapolis, Indiana 46202-5944
(317) 278-9400

Curriculum

YEAR ONE course work - 30 credits

- Focus on people-centered design research for positive change and innovation (with particular emphasis on understanding people and contexts)
- Focus on design analysis for innovation (with particular emphasis on identifying problems, understanding patterns and insights, and framing challenges)
- Focus on design synthesis for innovation (with particular emphasis on generating and exploring ideas and conceiving plans)
- Focus on design optimization for innovation (with particular emphasis on prototyping, testing, iterating and creating solutions)

YEAR 1: FALL SEMESTER

HER-V 501 Intro to Design Research
1.5 credits

HER-V 502 Introduction to Human Factors in Design
1.5 credits

HER-V 510 Collaborative Action Research in Design 1
3 credits

HER-V 520 Collaborative Action Research in Design 2
3 credits

HER-V 512: Wicked Problems and Sensemaking *
3 credits

HER-V513 Design Methods for Framing Problems*
3 credits

YEAR 1: SPRING SEMESTER

HER-V 530 Collaborative Action Research in Design 3
6 credits

HER-V 522 Design Methods for Ideating*
3 credits

HER-V523 Design Methods for Prototyping
3 credits

Interdisciplinary Elective
3 credits

YEAR TWO course work- 30 credits

- Focus on mastery of design facilitation as a distinctive capacity for driving and leading participatory, people-centred design

- Focus on professional development for transitioning from graduate school to new professional contexts
- Focus on defining, developing, and defending an applied action research thesis project

YEAR 2: Fall Semester

HER-V 601 Design Leadership Seminar
1.5 credits

HER-V 602 Design Management
1.5 credits

HER-V 650 Design Facilitation
3 credits

HER-V 690 Design Research Colloquium
3 credits

HER-V 691 Interdisciplinary Elective
3 credits

YEAR 2: Spring Semester

HER-V 692 Thesis Writing
3 credits

HER-V 693 Thesis Project
3 credits

HER-V 694 Taking Your Research Public
3 credits

Update: March 2022

Thesis

To complete the degree, students are required to define, develop, and defend a written thesis and companion capstone project. A master thesis is a document authored by a student that describes results of original research undertaken by that student and asserts a position that is defensible in an academic context.

This position should not be construed to prohibit joint or collaborative research endeavors. It is expected, however, that in such a situation, unique aspects of the broad problem will be explored by each individual and that the thesis written and presented to the final examining

committee will be a personal document describing the student's creative effort and contribution.

Students should speak with their advisor early in their graduate careers when considering a collaborative thesis project. A downloadable version of the Visual Communication Design Thesis Guideline is available from the department.

Degree Programs

Master of Fine Arts in Visual Art (MFA)

- Ceramics
- Furniture Design
- Integrative Studio Practice
- Painting & Drawing
- Photography & Intermedia
- Printmaking
- Sculpture

Master of Design (MDes)

Master of Arts in Art Therapy (MA)

Master of Science in Music Technology (MS)

Master of Science in Music Therapy (MS)

Doctor of Philosophy in Music Technology (Ph.D.)

Doctor of Philosophy in Music Therapy (Ph.D.)

Music & Arts Technology (MAT)

Graduate Program in Music Technology The Master of Science in Music Technology (**M.S.M.T.**) program provides professional education in areas of computer-based music technology, multimedia and interactive design, and multimedia production techniques. The primary focus is on the development of research-related competencies and integration of research findings into the development and use of music technology with specialties in 1) recording, manipulation, and live sounds; 2) the creative production of electronic music and live electronics; and 3) music technology in education and pedagogy. The program, offered online or on campus, is conferred by Indiana University and accredited by the National Association for Schools of Music.

<https://herron.iupui.edu/academics/gdegrees/music-technology-ms/index.html>

The Doctor of Philosophy in Music

Technology extends the research emphasis of the M.S.M.T. and is designed for students with backgrounds in music technology, music, computer science, engineering, informatics, human computer interaction, and other related fields. The principal objective of the Ph.D. is to train graduates who will conduct research and develop transformative new technologies in music and the arts; examine the practices of designing, making, and managing music technology, and apply music technology in education and industry. The Ph.D. in Music Technology is offered on campus only.

<https://herron.iupui.edu/academics/gdegrees/music-technology-phd/index.html>

Graduate Program in Music Therapy

The Master of Science in Music Therapy

(M.S.M.Th.) program is designed to provide board-certified music therapists with advanced research and clinical practice competencies. The M.S.M.Th. degree is unique, providing music therapists with the opportunity to infuse advanced music technology concepts and skills throughout the curriculum. The M.S. in Music Therapy leverages close collaborations with the IU Schools of Medicine, Nursing, Health and Rehabilitation Sciences, providing rich resources for inter-professional collaboration and learning. The program is accredited through the National Association of Schools of Music and approved by the American Music Therapy Association (AMTA). The degree, conferred by Indiana University, is offered online or on campus.

<https://herron.iupui.edu/academics/gdegrees/music-therapy-ms/index.html>

The **Doctor of Philosophy in Music Therapy** is a research-oriented degree. The degree is designed to prepare board-certified music therapists for independent academic/research careers enabling them to explore the best ways music influences health and well-being.

The principal objectives of this doctoral program are to train music therapists who will conduct research examining current music therapy practice and pedagogy; explore opportunities to optimize music therapy practice and pedagogy; and apply new understanding to clinical practice and education. The overarching goals and learning outcomes of the PhD in Music Therapy are guided by the American Music Therapy Association advanced professional competencies. The program is available on campus and online.

A total of 90 credit hours is required for the degree, of which up to 30 credit hours may be transferred from a student's post-baccalaureate degree of study, as approved by the graduate advisory committee.

The 90 credit hours for the Ph.D. are distributed among the following 6 content areas:

- Advanced music therapy competencies - 18 credit hours
- Other Studies in Music - 9 credit hours
- Declared minor area - 12 credit hours
- Life Sciences - 6 credit hours
- Electives - 12 credit hours
- Research Credits/Dissertation - 33 credit hours

<https://herron.iupui.edu/academics/gdegrees/music-therapy-phd/index.html>

M.S. in Music Technology

On-Campus Program

The Master of Science in Music Technology provides graduate students an academic background in digital music production, instructional design, and multimedia development. Current graduates of this master's program have found employment in a wide range of business and educational settings. Participants develop skills in designing software, using authoring tools and languages,

applying multimedia concepts, and managing technology facilities and projects. This degree is offered as an on-campus or online program.

Admission Requirements

1. Bachelor's degree (with demonstrated musical skills)
2. Minimum grade point average of 3.0 (4.0 scale)
3. Submission of a university and a department application
4. Official transcripts of all undergraduate and graduate study
5. Evidence of musicianship through performance videotape, audio cassette, CD/DVD, or live audition
6. Three letters of recommendation required to support the admission application
7. In-person or telephone admission interview with the Head of Graduate Studies
8. Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 550/79. International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, evidence of musicianship, and the interview, the Graduate Admissions Committee of the IU Department of Music and Arts Technology at IU Indianapolis may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic probation during their first semester of study are subject to dismissal.

Degree Requirements

- 30 credit hours (18 credit hours at the 500 level or above)
- 6 credit hours in cognate courses (at the 400 level or above) to be selected from music, business, communications, computer science, education, fine arts, or law
- 6 credit hours of approved courses (at the 400 level or above) from the cognate field or other fields with the approval of the Head of Graduate Studies

Minimum Grade Point Average

- 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Residency Requirements (for on-campus students only)

- Two contiguous academic terms

Core Courses

The following courses form the core of the MSMT program. Students enrolled in the Master of Science in Music Technology program must select courses from this list,

Class/Credit Hours

- N512 Foundations of Music Production - 3 cr.
- N513 Principles of Multimedia Technology - 3 cr.
- N514 Music Technology Methods - 3 cr.
- N515 Multimedia Design Applications in the Arts - 3 cr.
- N516 Advanced Interactive Design Applications in the Arts - 3 cr.
- N517 Internship in Arts Technology or N518 Arts Technology Major Project - 3 cr.
- N523 Historical Foundations of Music Technology - 3 cr.
- N525 Interactive Performance Techniques - 3 cr.

Total Required Credit Hours - 18

Cognate Field Courses

Six (6) credit hours are required in an approved cognate field within or outside the Department of Music and Arts Technology. Students may choose to complete the remaining 6 credit hours with emphasis in one of the following areas: music, business, communications, computer science, education, fine arts, law, or others with the approval of the department. The cognate field may become a minor if at least 12 credit hours are taken in one field.

Internship or Technology Project

Students may elect to enroll in an internship (N517) or develop a multimedia project (N518) as the summative experience in the program. Either option is supervised by the student's academic advisor and requires a full report. (These courses are part of the core courses listed previously.) Students participating in the internship are placed in an academic technology setting or an industry setting for one semester of experience working with technology and multimedia experts. No thesis is required for the degree.

Online Program: Master of Science in Music Technology

The IU Indianapolis Department of Music and Arts Technology offers the entire Master of Science in Music Technology program "live," using streaming video, videoconferencing and audio through the Internet. All course and degree requirements are the same as the on-campus program.

Admission Requirements

- Bachelor's degree (with demonstrated musical skills)
- Minimum grade point average of 3.0 (4.0 scale)
- Submission of a university and a department application
- Official transcripts of all undergraduate and graduate study
- Evidence of musicianship through performance videotape, audio cassette, or CD/DVD
- Three letters of recommendation are required to support the admission application

- In-person or telephone admission interview with the Head of Graduate Studies
- Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 550/79 International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, evidence of musicianship, and the interview, the Graduate Admissions Committee of the IU Department of Music and Arts Technology at IU Indianapolis may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic problems during their semesters of study are subject to dismissal.

Degree Requirements

- 30 credit hours (18 hours at the 500 level or above)
- 6 credit hours in cognate courses (at the 400 level or above) to be selected from music, business, communications, computer science, education, fine arts, or law
- 6 credit hours of approved courses (at the 400 level or above) from the cognate field or other fields with the approval of the Head of Graduate Studies

Minimum Grade Point Average

- 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Virtual Residency Requirement

Course enrollment during three consecutive summers, or one summer and a contiguous academic term.

Core Courses

The following courses form the core of the MSMT program. Students enrolled in the Master of Science in Music Technology program must select courses from this list totaling 18 credit hours.

Class/Credit Hours

- N512 Foundations of Music Production - 3 cr.
- N513 Principles of Multimedia Technology - 3 cr.
- N514 Music Technology Methods - 3 cr.
- N515 Multimedia Design Applications in the Arts - 3 cr.
- N516 Advanced Interactive Design Applications in the Arts - 3 cr.
- N517 Internship in Arts Technology or N518 Arts Technology Major Project - 3 cr.

- N523 Historical Foundations of Music Technology - 3 cr.
- N525 Interactive Performance Techniques - 3 cr.

Total Required Credit Hours - 18

Cognate Field Courses

Six (6) credit hours are required in an approved cognate field within or outside the Department of Music and Arts Technology. Students may choose to complete the remaining six (6) credit hours with emphasis in one of the following areas: music, business, communications, computer science, education, fine arts, law, or others with the approval of the department. The cognate field may become a minor if at least 12 credit hours are taken in one field.

Technology Project

Students develop a multimedia project (N518) as the summative experience in the program. This project is supervised by the student's academic advisor and requires a full report. (This course is part of the core courses listed previously.) No thesis is required for the degree.

M.S. in Music Therapy

The Master of Science in Music Therapy program is designed to provide board-certified (MT-BC) music therapists with advanced skills and clinical skills in music therapy, and to teach music therapists how to utilize the array of tools available in music technology for such purposes. This degree is offered on campus and online.

Admission Requirements

1. Board certified by the Certification Board for Music Therapists (MT-BC)
2. Minimum grade point average of 3.0 (4.0 scale)
3. Submission of a university application
4. Official transcripts of all undergraduate and graduate study
5. Three letters of recommendation
6. In-person or telephone admission interview with music therapy faculty
7. Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 600/97. International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs.

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, and interview, the Graduate Admissions Committee of the Department of Music and Arts Technology may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on

probation and incur academic probation during their first semester of study are subject to dismissal.

Degree Requirements

- A total of thirty (30) credit hours are required for completion of the degree, including:
- 12 credit hours in music therapy (at the 500 level or above);
- 9 credit hours in electives (at the 500 level or above);
- 9 credit hours of science specialization (including thesis)

Minimum Grade Point Average

- Minimum 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Core Courses

The following courses are required of all students enrolled in the Master of Science in Music Therapy program:

Class/Credit Hours

- N521 Research Methods in Arts and Music Technology - 3 cr.
- N530 Philosophy and Theory in Music Therapy - 3 cr.
- N532 Music in Medicine - 3 cr.
- N533 Advanced Clinical Techniques in Music Therapy - 3 cr.
- N600 Music Therapy Thesis - 6-9 cr.

Ph.D. in Music Technology

On-Campus Program

The Master of Science in Music Technology provides graduate students an academic background in digital music production, instructional design, and multimedia development. Current graduates of this master's program have found employment in a wide range of business and educational settings. Participants develop skills in designing software, using authoring tools and languages, applying multimedia concepts, and managing technology facilities and projects. This degree is offered as an on-campus or online program.

Admission Requirements

1. Bachelor's degree (with demonstrated musical skills)
2. Minimum grade point average of 3.0 (4.0 scale)
3. Submission of a university and a department application
4. Official transcripts of all undergraduate and graduate study
5. Evidence of musicianship through performance videotape, audio cassette, CD/DVD, or live audition
6. Three letters of recommendation required to support the admission application
7. In-person or telephone admission interview with the Head of Graduate Studies
8. Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 550/79 International students will also need

to meet the application requirements of the IU Indianapolis Office of International Affairs

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, evidence of musicianship, and the interview, the Graduate Admissions Committee of the IU Department of Music and Arts Technology at IU Indianapolis may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic probation during their first semester of study are subject to dismissal.

Degree Requirements

- 30 credit hours (18 credit hours at the 500 level or above)
- 6 credit hours in cognate courses (at the 400 level or above) to be selected from music, business, communications, computer science, education, fine arts, or law
- 6 credit hours of approved courses (at the 400 level or above) from the cognate field or other fields with the approval of the Head of Graduate Studies

Minimum Grade Point Average

- 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Residency Requirements (for on-campus students only)

- Two contiguous academic terms

Core Courses

The following courses form the core of the MSMT program. Students enrolled in the Master of Science in Music Technology program must select courses from this list,

Class/Credit Hours

- N512 Foundations of Music Production - 3 cr.
- N513 Principles of Multimedia Technology - 3 cr.
- N514 Music Technology Methods - 3 cr.
- N515 Multimedia Design Applications in the Arts - 3 cr.
- N516 Advanced Interactive Design Applications in the Arts - 3 cr.
- N517 Internship in Arts Technology or N518 Arts Technology Major Project - 3 cr.
- N523 Historical Foundations of Music Technology - 3 cr.
- N525 Interactive Performance Techniques - 3 cr.

Total Required Credit Hours - 18

Cognate Field Courses

Six (6) credit hours are required in an approved cognate field within or outside the Department of Music and Arts Technology. Students may choose to complete the remaining 6 credit hours with emphasis in one of the following areas: music, business, communications, computer science, education, fine arts, law, or others with the approval of the department. The cognate field may become a minor if at least 12 credit hours are taken in one field.

Internship or Technology Project

Students may elect to enroll in an internship (N517) or develop a multimedia project (N518) as the summative experience in the program. Either option is supervised by the student's academic advisor and requires a full report. (These courses are part of the core courses listed previously.) Students participating in the internship are placed in an academic technology setting or an industry setting for one semester of experience working with technology and multimedia experts. No thesis is required for the degree.

Online Program: Master of Science in Music Technology

The IU Indianapolis Department of Music and Arts Technology offers the entire Master of Science in Music Technology program "live," using streaming video, videoconferencing and audio through the Internet. All course and degree requirements are the same as the on-campus program.

Admission Requirements

- Bachelor's degree (with demonstrated musical skills)
- Minimum grade point average of 3.0 (4.0 scale)
- Submission of a university and a department application
- Official transcripts of all undergraduate and graduate study
- Evidence of musicianship through performance videotape, audio cassette, or CD/DVD
- Three letters of recommendation are required to support the admission application
- In-person or telephone admission interview with the Head of Graduate Studies
- Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 550/79 International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, evidence of musicianship, and the interview, the Graduate Admissions Committee of the IU Department of Music and Arts Technology at IU Indianapolis may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on

probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic problems during their semesters of study are subject to dismissal.

Degree Requirements

- 30 credit hours (18 hours at the 500 level or above)
- 6 credit hours in cognate courses (at the 400 level or above) to be selected from music, business, communications, computer science, education, fine arts, or law
- 6 credit hours of approved courses (at the 400 level or above) from the cognate field or other fields with the approval of the Head of Graduate Studies

Minimum Grade Point Average

- 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Virtual Residency Requirement

Course enrollment during three consecutive summers, or one summer and a contiguous academic term.

Core Courses

The following courses form the core of the MSMT program. Students enrolled in the Master of Science in Music Technology program must select courses from this list totaling 18 credit hours.

Class/Credit Hours

- N512 Foundations of Music Production - 3 cr.
- N513 Principles of Multimedia Technology - 3 cr.
- N514 Music Technology Methods - 3 cr.
- N515 Multimedia Design Applications in the Arts - 3 cr.
- N516 Advanced Interactive Design Applications in the Arts - 3 cr.
- N517 Internship in Arts Technology or N518 Arts Technology Major Project - 3 cr.
- N523 Historical Foundations of Music Technology - 3 cr.
- N525 Interactive Performance Techniques - 3 cr.

Total Required Credit Hours - 18

Cognate Field Courses

Six (6) credit hours are required in an approved cognate field within or outside the Department of Music and Arts Technology. Students may choose to complete the remaining six (6) credit hours with emphasis in one of the following areas: music, business, communications, computer science, education, fine arts, law, or others with the approval of the department. The cognate field may become a minor if at least 12 credit hours are taken in one field.

Technology Project

Students develop a multimedia project (N518) as the summative experience in the program. This project is

supervised by the student's academic advisor and requires a full report. (This course is part of the core courses listed previously.) No thesis is required for the degree.

Ph.D. in Music Therapy

The Master of Science in Music Therapy program is designed to provide board-certified (MT-BC) music therapists with advanced skills and clinical skills in music therapy, and to teach music therapists how to utilize the array of tools available in music technology for such purposes. This degree is offered on campus and online.

Admission Requirements

1. Board certified by the Certification Board for Music Therapists (MT-BC)
2. Minimum grade point average of 3.0 (4.0 scale)
3. Submission of a university application
4. Official transcripts of all undergraduate and graduate study
5. Three letters of recommendation
6. In-person or telephone admission interview with music therapy faculty
7. Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 600/97. International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs.

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, and interview, the Graduate Admissions Committee of the Department of Music and Arts Technology may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic probation during their first semester of study are subject to dismissal.

Degree Requirements

- A total of thirty (30) credit hours are required for completion of the degree, including:
- 12 credit hours in music therapy (at the 500 level or above);
- 9 credit hours in electives (at the 500 level or above);
- 9 credit hours of science specialization (including thesis)

Minimum Grade Point Average

- Minimum 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Core Courses

The following courses are required of all students enrolled in the Master of Science in Music Therapy program:

Class/Credit Hours

- N521 Research Methods in Arts and Music Technology - 3 cr.
- N530 Philosophy and Theory in Music Therapy - 3 cr.
- N532 Music in Medicine - 3 cr.
- N533 Advanced Clinical Techniques in Music Therapy - 3 cr.
- N600 Music Therapy Thesis - 6-9 cr.

IU Indianapolis Music Academy

The IU Indianapolis Music Academy is a non-profit community music school, within the Department of Music and Arts Technology, committed to providing high quality, professional music instruction to area residents of all ages and ability levels. The academy serves over 500 people each year, ages 18 months through adulthood, by offering music classes for children and adults, ensembles, and private lessons. The academy is a member of the National Guild of Community Schools of the Arts.

For more information, contact:

IU Indianapolis Music Academy
535 W. Michigan Street, Room 378
Indianapolis, IN 46202
musacad@iupui.edu
Phone: (317) 278-4139
Fax: (317) 278-2590
Web:

Master of Art Therapy

Master of Art Therapy

Upon completion of the Masters of Art Therapy students will:

1. Students will be able to synthesize and critically evaluate research in art therapy.
2. Students will be able to describe the distinction between empirically supported and applied art therapy interventions and will develop an advanced research skill set comprised of theory, methodology, and data analytical skills in the preparation for future study in the field of art psychotherapy.
3. Students will be able to demonstrate knowledge of the historical and theoretical underpinnings of art therapy and its development as a medical and healthcare profession.
4. Students will be able to clearly articulate and demonstrate how the art making process and products are used to elicit verbal associations and responses to accomplish treatment goals within the context of the therapeutic relationship.
5. Students will develop the knowledge and skills in art therapy assessment, diagnostic formulation, treatment plan development and intervention for psychological and psychosocial disorders.
6. Students will develop an ethical approach of professionalism, maturity, responsibility and self-presentation in all aspects of art therapy and verbal psychotherapy assessment and intervention that is accordance with the Art Therapy Credentials Board

(ATCB) and the American Art Therapy Association (AATA).

7. Students will be able to design, implement and evaluate art therapy services and art therapy programs in a variety of medical, healthcare, community, and educational settings and will apply individual and group dynamics to interactions with staff and administration.
8. Students will demonstrate sensitivity and understanding of how human diversity impacts art therapy treatment and intervention.
9. Students will be able to establish and maintain a dignified and safe holding environment in which to facilitate the therapeutic process by understanding both client and therapist feelings, perceptions, and responses within the therapeutic relationship.

Master of Fine Arts in Visual Art

Master of Fine Arts in Visual Art

Upon graduation from the Master of Arts in Visual Art degree program, students will:

1. Be able to analyze and explain in writing and speech the meaning and effectiveness of works of art including their formal, thematic, theoretical, social, cultural, cognitive, and technological aspects.
2. Be able to conduct original creative research by controlling the formal, thematic, theoretical, social, cultural, cognitive, and technological aspects of works of visual art the student makes.
3. Be able to conduct original creative research that results in a cohesive group of art works produced at a professional level of quality in terms of formal, technical, and thematic consistency.
4. Have acquired knowledge of the professional factors, including the ethical responsibilities, of developing artworks in university and community-based collaborations.
5. Be able to critically analyze and communicate the analysis of works of visual art as an intellectual and experimental practice that is rooted in a specific time and place.
6. Have acquired knowledge of how to maintain a creative studio practice in a professional context, from making work to its presentation, installation, marketing, and critical analysis.
7. Be able to research, plan, design, fabricate, and complete their own art works (alone and in collaboration with others) utilizing a variety of technical processes in a variety of public and private settings for a variety of aesthetic and intellectual purposes.

Master of Design

Master of Design Learning Outcomes

Upon completion of the Master of Design, students will demonstrate the following:

1. **Frame of Mind**
 - Students will be able to engage with ambiguity and uncertainty in a creative problem-solving process.

- Students will demonstrate creative confidence throughout a creative problem-solving process.
 - Students will demonstrate keen sensitivity and empathy toward people and contexts, in which problems are situated.
 - Students will demonstrate a positive approach to change and opportunity
- 2. Knowledge Application, Integration and Generation**
- Students will demonstrate theoretical understanding of design thinking and be able to utilize their knowledge of design thinking in problem-solving process.
 - Students will be able to integrate appropriate disciplinary knowledge and skills throughout a creative problem-solving process.
 - Students will recognize values of tacit knowledge and leverage them for problem-solving process.
 - Students will advance their disciplinary knowledge and skills through the application of knowledge in diverse problem settings.
- 3. Creative Problem Solving Process and Process Skills**
- Students will be able to apply abductive reasoning to creative problem-solving process.
 - Students will be able to lead a context-based problem-solving process with a proactive and adaptable approach.
 - Students will be able to recognize and apply appropriate methods to frame problems, generate ideas, and evaluate solutions.
 - Students will be able to perform a reflective practice.
 - Students will be able to demonstrate effective oral, written, and visual communication skills for facilitating collaborative decision-making.
- 4. Leadership for Collaborative Innovation**
- Students will recognize values of cultural and disciplinary diversity for collaborative innovation and be able to facilitate team processes.
 - Students will develop facilitative leadership to empower stakeholders in implementing solutions.
- 5. Personal and Social Responsibilities**
- Students will demonstrate ethical reasoning and action.
 - Student will develop foundations and skills for lifelong learning anchored through active involvement with diverse communities and complex challenges.

Student Learning Outcomes

Graduate Student Learning Outcomes

Students will achieve the objectives set for the following graduate degrees:

- Master of Fine Arts in Visual Arts
- Master of Design
- Master of Arts in Art Therapy
- Master of Science in Music Technology
- Master of Science in Music Therapy
- PhD in Music Technology
- PhD in Music Therapy

Certificates

Design Thinking

Design Thinking

Design Thinking

1. Frame of Mind

- Students will be able to engage with ambiguity and uncertainty in a creative problem-solving process.
- Students will demonstrate creative confidence throughout a creative problem-solving process.
- Students will demonstrate keen sensitivity and empathy toward people and contexts, in which problems are situated.

2. Knowledge Application, Integration and Generation

- Students will demonstrate theoretical understanding of design thinking and be able to utilize their knowledge of design thinking in problem-solving process.
- Students will be able to integrate appropriate disciplinary knowledge and skills throughout a creative problem-solving process.
- Students will recognize values of tacit knowledge and leverage them for problem-solving process.

3. Creative Problem Solving Process and Process Skills

- Students will be able to recognize and apply appropriate methods to frame problems, generate ideas, and evaluate solutions.
- Students will be able to perform a reflective practice.
- Students will be able to demonstrate effective oral, written, and visual communication skills for facilitating collaborative decision-making.

4. Leadership for Collaborative Innovation

- Students will recognize values of cultural and disciplinary diversity for collaborative innovation.
- Students will develop facilitative leadership to empower people in implementing solutions.

5. Personal and Social Responsibilities

- Students will demonstrate ethical reasoning and action.

MS Music Technology

Music Technology

The M.S. in Music Technology focuses on the development of professional competencies and integration of research findings into the development and use of music technology with specialties in 1) recording, manipulation, and live sound; 2) the creative production of electronic music and live electronics; and 3) music technology in education and pedagogy. Learning outcomes for the M.S. in Music Technology comes from the essential and specialized competencies identified by the National Association for Schools of Music standards and guidelines for music technology programs.

M.S. in Music Technology

Essential Competencies for Music Technology (NASM IV.G.2.a.1-11, revised for graduate learning):

- Organize and differentiate the scope, integrative nature, and various functions of music technology as a field, including various applications of music technology in music, technological development, research, pedagogy, and in other fields.
- Apply, analyze, and critique various terminologies and procedures in music, and technology, and their combinations as employed in and associated with the work of music technology. This includes, but is not limited to, their respective vocabularies of practice, ways work is conceptualized, developed, synthesized, and finalized, and phases of production, presentation, and/or distribution.
- Determine the appropriate scientific methods to test and solve music technology problems, including (a) problem identification, information gathering, solution development, and testing, and (b) knowledge and skill to produce evidence-based decisions about what is useful, usable, effective, and desirable during the course of music technology project development and production.
- Anticipate the needs or expectations of users, audiences, and/or contexts associated with supervising professional work in music technology.
- Advanced capabilities in specific areas of musicianship consistent with the music technology areas that constitute the degree program's focus. Aural skills are essential. Abilities to apply advanced knowledge of the properties of musical structures and processes to solving music technology problems are essential.
- Advanced knowledge of current technologies and technological principles widely applicable to music technology, including but not limited to those associated with recording, manipulating, and presenting music and sound, signal flow and processing, music communication protocols, synthesis and interface technologies, sound synthesis, and interactive and generative media.

- Develop industry standard technologies at a professional level to achieve goals and objectives associated with specific areas of music technology. These goals may be in terms such as mastery of production techniques, artistic expression, integration in other fields, relationships with other technologies and media, etc.
- Integrate knowledge of science, engineering, and math concepts and other aspects of the science of sounds and the electrical manipulations of sounds to generate new music technology methods and models.
- Possess an evaluative understanding of the connections among music, technology, music technology, and culture, including the evolution of music technology, the impact of technology on music and culture, technological influences on multiple musical styles, including contemporary styles, and their cultural contexts, and information and means for projecting future possibilities in music technology; and basic understanding of these connections with regard to current and emerging Internet- and network-based program, services, and environments related to the creation, sharing, and distribution of music.
- In depth understanding of and adherence to the principles, laws, regulations, and ethical considerations and practices associated with music technology and intellectual property as it is both acquired and created by individuals.
- Comprehensive capabilities to use and integrate the above competencies in at least one area of music technology to produce professional-level work in at least one area, and basic level work in a second area.

Recording, Manipulation, and Live Sound (NASM IV.G.b.1)

- Appraise and utilize industry-standard recording and other types of music technology studios and equipment.
- Exhibit expertise in the use of music, digital, and other technological interfaces.
- Demonstrate high levels of aural and music analysis skills.
- Integrate scientific knowledge of acoustics and electronics.
- Integrate advanced capabilities in audio recording and sound manipulation.
- Teach and assess capabilities in audio engineering, studio sound, and live performance sound.

Creative Production of Electronic Music and Live ElectronicsC (NASM IV.G.b.2)

- Engage in using and creating with technologies, protocols, and techniques associated with analog and digital instruments and various forms of synthesis; interfaces; programming language(s); interactive and generative media; and networks of digital and other instruments.
- Supervise the development and production of real-time and recorded performances using digital and emerging technologies.
- Differentiate and select various keyboard-based and/or non-keyboard-based controllers and user

interfaces based on compositional and performance needs.

- Formulate and defend an understanding of compositional principles, logics, narrative structures, and strategies.

Music Technology in Education and Pedagogy (NASM IV.G.b.4)

- Conceive and develop specific technologically based products associated with instruction and evaluation.
- Create interactive applications for educational purposes.
- Integrate understanding of the elements, natures, and content of musical instruction in areas such as aural perception, music theory, music history, music teacher preparation, composition, and improvisation, and their relationships to the capabilities of current and emerging technology.

Updated: March 2024

Master of Science in Music Therapy

Music Therapy Learning Outcomes

M.S. in Music Therapy

The learning outcomes and competencies for the M.S. in Music Therapy are derived from the National Association for Schools of Music standards and guidelines and the advanced competencies outlined by the American Music Therapy Association (AMTA).

Upon program completion, students will be able to:

Music Therapy Theory (NASM XIV.F.1.a.1 and AMTA Competencies I.1.A)

- Differentiate and apply music therapy theories of clinical practice, supervision, education, and corresponding implications for research.
- Use current theoretical, clinical and research literature from music therapy and related fields to identify emerging models and to predict/propose future models and trends for music therapy.
- Articulate and defend a personal philosophy, approach, and/or theory to music therapy.

Advanced Competencies in Clinical Practice (NASM XIV.F.1.a.2 and AMTA advanced competencies .I.B.2.0 and .4.0)

- Apply and evaluate the music therapy evidence base in clinical practice.
- Develop essential skills and techniques needed for effective, support clinical supervision.
- Create and assess theoretically grounded music therapy clinical interventions across clinical areas and theoretical orientations.

Research Competencies AMTA Advanced Competencies 1.A (NASM XIV.F.1.b.1 and AMTA Advanced Competencies I.D)

- Identify gaps in the clinical and research evidence to develop meaningful research hypotheses or research questions.

- Synthesize the music therapy and related literature to create a conceptual framework explaining the relationship between a music-based intervention and relevant outcomes.
- Create a research proposal matching questions/hypotheses, conceptual framework, and corresponding research design and analytic plan.
- Conduct research according to ethical principles for protection of human participants.

Updated: March 2024

Master of Science in Music Therapy

Music Technology

Ph.D. in Music Technology

Educational Outcomes for the Ph.D. in Music Technology from the Department of Music and Arts Technology. School of Engineering and Technology.

The requisite competencies outcomes are measured by the following:

1. Final grades in required coursework (B or better), through work assignments comprised of written papers, software constructs, research reviews, technology projects, and public presentation.
2. Candidacy requirements fulfilled.
3. Completion of Dissertation or equivalent set of papers.
4. Public presentation of research via appropriate conferences such as International Computer Music Association, Audio Engineering Society, New Interfaces for Music Expression, and College Music Society.
5. Publication of peer-review articles, book chapters, and essays in genre-appropriate journals.
6. Awarding of grants and project commissions at the appropriate professional level.
7. External and University awards and honors for academic excellence, service and contribution.
8. Post-graduation employment positions in the educational and professional music technology field.

Updated: March 2024

PhD in Music Therapy

Music Therapy Learning Outcomes

Music Therapy

Ph.D. in Music Therapy

Educational Outcomes for the Ph.D. in Music Therapy from the Department of Music and Arts Technology. School of Engineering and Technology.

At the completion of the degree, Ph.D. students will be able to:

1. Synthesize and apply comprehensive knowledge of relevant theories for music therapy research and practice.
2. Create a cogent research program investigating the role of music and/or music therapy in education and health.

3. Implement a multi-faceted, culturally competent clinical supervision practice.
4. Apply professional competencies in degree and curriculum development.
5. Elucidate a clear and compelling philosophy of music therapy research and education.

Updated: March 2024

Contact Information

Herron School of Art and Design

Eskenazi Hall

735 W. New York St.
Indianapolis, IN 46202
Main: (317) 278-9400
Fax: (317) 278-9471

Galleries: (317) 278-9410

Basile Center: (317) 278-9423

Community Learning: (317) 278-9404

Eskenazi Fine Arts Center (Sculpture and Ceramics Bldg). 1410 Indiana Ave. Indianapolis, IN 46202

Graduate Programs

Graduate Program

The Herron School of Art and Design educates students seeking professional careers in the fine arts, visual communication design, art history, and art education.

Graduate degrees currently offered are

- Master of Arts in Art Therapy
- Master of Fine Arts in Visual Art
- Master of Design
- Master of Science in Music Technology
- Master of Science in Music Therapy
- Doctor of Philosophy in Music Technology
- Doctor of Philosophy in Music Therapy

Last updated: March 2024

Certificates

CERTIFICATES

Design Thinking

Last update: March 2021

Graduate Certificate in Design Thinking

This certificate program introduces mindsets, core skills, and methods for creative problem solving that can be applied to any discipline or field. Knowing how to investigate innovative solutions will allow you to actively apply, connect, and build knowledge which responds to complex human needs.

This 18-credit hour graduate certificate comprises online courses that can be completed at your own pace anywhere, at any time, as long as each course is completed within the academic term when it is scheduled. The curriculum prepares you for open, unscripted problems in a wide variety of contexts. Getting immersed in the problem-solving techniques of visual communication design and design thinking will provide you with a transferrable skill set for your career in today's evolving environment.

Courses can be taken out of sequence during fall and spring semesters. The practicum experience must be completed during your final semester.

This certificate is offered through IU Online.

Eligibility

- Applicants must either be currently enrolled in an IU graduate program or hold a bachelor's degree from an accredited institution.
- No prerequisite or prior design experience is required.

Academic requirements:

- Intro: Design Thinking for Tackling Wicked Problems and Sensemaking (3 credits)
- Design Methods for Framing Problems (3 credits)
- Design Methods for Ideating (3 credits)
- Design Methods for Prototyping (3 credits)
- Practicum (6 credits)*

** If you are enrolled in another academic program, you can substitute 6 practicum credits online or offline for the related course within your academic program.*

Last update: April 2023

Non-Majors

Non-Majors

Non-Majors Elective Arts Program

An important component of the Herron School of Art and Design is the Elective Arts Program. As part of our mission to provide an educational experience in the visual arts for the university and community, Herron offers a wide range of courses in this program.

Elective Arts serves a varied constituency; the basic objective is to provide education in the arts to students who do not wish to pursue a professional degree (BFA) in the visual arts. These courses may fill general education requirements, requirements for minors or certificates offered by Herron or other schools, satisfy art therapy graduate admissions requirements, or fulfill requirements for other degree programs. Beginning level classes in two-dimensional and three-dimensional media are offered each semester to fulfill this mission, as well as widely

accessible courses in art history, art education, design thinking, and graphic design.

Generally, the courses have either no prerequisites or modest prerequisite requirements. Enrollment in any of these elective courses does not in itself constitute admission to any of the Herron School of Art degree programs.

Whether for personal enrichment or as a required component of an academic program, Elective Arts students develop artistic skills and gain a keen understanding of aesthetics through their own artwork. For complete information, including detailed course listings and admissions procedures, please contact the Herron Admissions and Student Services Office at (317) 278-9400.

Last Updated: April 2023

Courses

Courses for Nonmajors

HER-A 261 Introduction to Computer Imagery I (3 cr.)

An introductory course providing hands-on learning experiences in using the Macintosh computer and Adobe Photoshop, a pixel-based paint and image-editing software package, to create, scan, and manipulate images. A studio elective open to all Herron degree-seeking students with little or no computer experience who have completed the foundation year.

HER-C 204 Beginning Ceramics, Hand Building (3 cr.)

Open to Herron majors and non-majors. Beginning studio introduction to handbuilding, glazing, and firing of clay as an expressive studio medium applicable to contemporary and sculptural concepts.

HER-C 205 Intermediate Hand Building (3 cr.) P: C204

Designed for non-art majors who wish to continue developing ceramic hand building skills through an exploration of more complex forms expressing individualized ideas, and investigative advanced forming and firing techniques.

HER-C 206 Beginning Ceramics, Wheel Throwing (3 cr.)

Open to Herron majors and non-majors. Focus on wheel throwing as an expressive tool within an overall ceramic experience. Clay vessels will be utilized to develop an understanding of glazing and firing techniques. Traditional forms will be used to expand sensitivity to material, history, and wheel throwing techniques.

HER-C 208 Intermediate Wheel Throwing (3 cr.) P: C206.

Designed for ceramics or non-art majors who wish to further pursue wheel throwing. Emphasis is on developing skill through an exploration of more complex forms and investigative advanced embellishment and firing techniques.

HER-C 350 Ceramic Workshop (3 cr.) P: HER-C204 and HER-C206

Open to Herron majors and non-majors. This course is designed to offer specific focused topics of surface design and alternative firing techniques in the ceramic arts. All methods of forming ceramic objects to be explored in an intensive 3 week workshop environment.

HER-E 101 Beginning Drawing I (3 cr.)

Students are introduced to basic drawing using a range of subjects and techniques, progressing from simple to complex forms. Students learn to express themselves through drawing and to critique, evaluate, and interpret drawings of different types. Introduces the history of drawing as a mode of human expression. No experience expected.

HER-E 102 Beginning Drawing II (3 cr.)

This beginning drawing class fosters creativity and experimentation while building drawing skills. Students draw from a wide range of subjects to explore different modes of drawing with a variety of materials. Lessons include working with color, three-dimensional space, the human form, and communicating ideas visually. No prerequisites.

HER-E 105 Beginning Painting I (3 cr.)

Students with little or no experience will paint from a range of subjects that begins with simple forms and progress to more complex. Lessons include mixing color, working from observation, sources of imagery, and the role of painting in art today. Students will apply their skills in a self-directed final project.

HER-E 106 Beginning Painting II (3 cr.) P: HER-E105.

Introduction to the techniques of painting. Aspects of pictorial composition; wide range of media. Painting from still life and live model.

HER-E 109 Color and Design for Non-Art Majors (3 cr.)

Introduction to basic design and color theory through the manipulation of 2-D imagery. Students study the elements of design, developing a visual language for analyzing, organizing, and communicating ideas. Historic and contemporary models build an understanding of human expression in the world. Equal emphasis on conceptual and manual skills.

HER-E 111 Metalsmithing and Jewelry Design (3 cr.)

Introduction of metalsmithing techniques used to create fine art jewelry and metal sculpture. Course will cover metalsmithing processes, materials, tools and equipment, as well as historic and contemporary jewelry design. Topics include: sawing, cold connecting sheet metal, stone setting, craftsmanship, and studio safety.

HER-E 201 Photography I (3 cr.)

Introduction to the basics of photography for non-art majors. Students will learn how to use a digital camera in manual setting, to compose and expose images, to process images with software, and to critique imagery. Also introduces history of photography and alternative photographic media.

HER-E 202 Photography II (3 cr.) P: HER-E201.

Intermediate level photography for non-art majors. Students expand on their current photography skills while exploring more conceptual aspects of imagery and how it fits into their own cultural and narrative context. This course includes the history of photography, art history, and intermediate learning of digital editing software for photography.

HER-E 220 Exploring Art (1-3 cr.) Introduction to materials, techniques, and uses of a specific art media. Course will focus on a material or artistic approach to introduce students to art making. Demonstrations, lectures, and critiques support art assignments. Topics change to coordinate with current faculty expertise and interest in the community.

HER-E 320 ADVANCED CONCEPTS IN METALSMITHING AND JEWELRY DESIGN (3 cr.) Advanced study of metalsmithing and jewelry design. Students will increase their proficiency of metalsmithing techniques through hands-on instruction and the study of historic and contemporary examples. Students will develop their ability to work conceptually and independently. Topics include; silver soldering, stone setting, hollow form construction, inlay and mechanical constructions.

HER-H 100 Art in Culture (3 cr.) This course introduces students in any major to the visual arts through the study of history, cultures, media, processes, and concepts that artists use. Students will participate in class discussions about art's place in society, while developing an understanding of art through visits to local art galleries and museums.

HER-H 101 History of Art I (3 cr.) Historical and contextual survey of selected works and cultures from the history of art. Selected regions of the world will be covered, though the Western tradition will be studied in greater depth. Defines historical terms, processes, contexts, and principles of a range of media from Prehistoric through Late Gothic. Required of all Herron degree students. Approved as an arts and humanities course for IUPUI's general education requirements.

HER-H 102 History of Art II (3 cr.) Historical and contextual survey of selected works, cultures, and periods from the history of art. Selected regions of the world will be covered, though the Western tradition will be studied in greater depth. Defines historical terms, processes, contexts, and principles of a range of media from the Renaissance to the twentieth century. Required of all Herron degree students. Approved as an arts and humanities course for IUPUI's general education requirements.

HER-H 200 Understanding Contemporary Art (3 cr.) This course is an introduction to understanding contemporary art and the methods and issues within the discipline of art history. It offers a chronological overview of the history of contemporary art beginning with 1945 to the present. This course will look at artworks, the social contexts in which they are produced and presented, and the different theoretical models through which they have been interpreted. Not counted as credit toward the BFA or BAE degree, nor toward the major or minor requirements in art history.

HER-H 221 Art Past and Present (3 cr.) An introduction to the methods and issues within the discipline of Art History. Offers a chronological overview of the history of art. Students will learn to look critically at art, learn about its place in society and history, and develop an understanding of art. This course is approved as an Arts

and Humanities course for the IUPUI General Education requirements. This is a course for non-majors and does not count toward a Herron degree.

HER-T 200 Introduction to Art Therapy (3 cr.) The purpose of this course is to introduce students to the profession of art therapy. Students will learn the definition of art therapy, how and where it is practiced, with whom, and why. Students will explore the interface between art and various theories of psychotherapy and will begin to understand the relationship between the creative process and the unconscious. Students will see how art therapy is used to visually communicate thoughts, feelings, emotions and inner conflicts in the effort to understand self and other. Students will be exposed to first hand experience of the creative process as both a form of visual expression and as a therapeutic tool. Didactic and experiential methods of teaching, along with field trips and guest lectures, will provide the teaching mechanisms for this course.

HER-E 209 Drawing for Interior Design (3 cr.) Drawing for Interior Design is on two and three-dimensional presentation methods that prepare students to communicate interior design concepts for "real-world" scenarios. Students will learn techniques for producing architectural/interior presentation drawings and develop methods of rendering interior and exterior spaces. Sketching, drafting and color rendering will be done, using different media including pens, pencils, and markers to create a portfolio of drawings that present their skills.

HER-U 101 Design Thinking 101 (3 cr.) Design Thinking is a leading framework that enables people from any background to harness creativity and promote innovation. This course works in a lecture-studio format where students learn foundational principles and elements of Design Thinking and then work in interdisciplinary teams to utilize creative problem solving with peers across disciplines.

Foundation Program

HER-D 101 Drawing I (3 cr.) P: Herron Undergraduate. Introduction to the basic skills of drawing and development of sound observational skills. Working from nature, manufactured objects, and the human figure, students develop their draftsmanship with an emphasis on space, proportion, and structure.

HER-D 102 Drawing II (3 cr.) P: HER-D 101 and Herron Undergraduate. This course serves as a continuation of issues addressed in HER-D 101 with a greater emphasis on compositional aspects and spatial configurations. The human figure serves as a major point of investigation with an emphasis placed on anatomical understanding and accurate portrayals of form and proportion.

HER-F 121 Two-Dimensional Design (3 cr.) P: Herron Undergraduate. Comprehensive study of design elements and principles through the investigation of two-dimensional space. Students explore basic two-dimensional concepts, such as figure/ground, grouping principles, grid, symmetry, rhythm, and pattern. As a result of this course, students

develop a visual language for analyzing, organizing, and communicating two-dimensional principles.

HER-F 123 Three-Dimensional Design (3 cr.) P: Herron Undergraduate. This course introduces basic concepts of three-dimensional art and design through a series of assignments dealing with the organization of space and form using a variety of materials, processes, and tools. Students investigate formal, functional, and conceptual issues while developing effective material choices, construction methods, and safe studio working habits.

HER-F 130 Studio Art and Technology (3 cr.) Students become familiar with a variety of practices utilizing digital media. Through a hands-on approach, students develop an understanding of computational media as it applies to art and design practice. Students are introduced to digital image manipulation, computer aided design, 3D rendering, and output mechanisms such as 3D printing and other types of digital fabrication.

HER-F 131 Image:4D Studio (1.5 cr.)

This course introduces students to basic concepts of art and design images in motion. Through still and video imagery, cameras, digital applications, and traditional art/design, assignments direct students to create works that utilize attributes of image, time, and sound. Image:4D Studio supplements Foundation Studies course in the BFA curricula.

HER-F 132 Building/Making (1.5 cr.) P: Herron Undergraduate. This class introduces students to the design and constructing methods of objects in two and three-dimensions. Students will develop their ability to organize compositional elements in relationship to other forms, space, and the viewer. Students will also gain an understanding of material appropriateness and the relationship between materials, process, form, and content.

HER-X 101 Foundation Resources Workshop (1 cr.)

This course serves to introduce students to the resources at Herron, IUPUI, and Indianapolis. This seminar, while teaching students how to develop study skills, time management, and utilization of resources needed for success in the university setting, will include content specific to Herron's curricular mission.

Fine Arts-and Integrative Studio Practice

HER-J 400 Practical Concerns for Studio Artists (3 cr.) P: Senior standing. Course devoted to practical aspects of managing a studio and maintaining an artistic career. Subjects include artwork photography, gallery representation, legal and tax issues, and health hazards. This course is required for all fine arts students.

HER-n 208 Integrative Studio Lab: Rotating Topics (1.5 cr.)

Students engage in focused study of a substantive area of Fine Arts studio practice. Courses enable Art and Design majors to develop deeper knowledge of one aspect of contemporary studio practice. Topics may include: Performance, Installation, Letter Press, Screen Printing, CNC for Artists, Small Scale Painting, or Creative Lighting Solutions.

HER-N 210 Integrative Studio Lab: Rotating Topics (3 cr.)

This course offers Art and Design majors the opportunity to develop deeper knowledge of one aspect of contemporary studio practice by focusing their studies in a particular area of Fine Art. Topics may include: Performance, Installation, Letter Press, Screen Printing, CNC for Artists, Small Scale Painting, or Creative Lighting Solutions.

HER-N 310 Integrative Studio Lab: Rotating Topics (3 cr.)

This course offers Art and Design majors the opportunity to develop deeper knowledge of one aspect of contemporary studio practice by focusing their studies in a particular area of Fine Art. Topics may include: Performance, Installation, Letter Press, Screen Printing, CNC for Artists, Small Scale Painting, or Creative Lighting Solutions.

HER-X 201 Professional Practice in the Visual Arts 1 (1.5cr cr.)

Course covers career resources and services for Fine Arts majors. Students begin to develop tools for presenting themselves to the public, such as a web page, professional social media presence, and digital portfolio. Students will verify alignment between their career ambitions and their major and receive appropriate advising.

HER-X 301 Professional Practice in the Visual Arts 2 (1.5cr cr.)

Provides students with career support appropriate to the junior year. Students will research and plan their first steps beyond graduation, revise and maintain their public-facing professional materials, and learn how to professionally disseminate their creative work in their respective career fields. Includes preparation for mid-level review.

HER-X 410 Senior Capstone Focus (1 cr.) C: Students must be enrolled in a 400-level, capstone course within the Fine Arts Department's studio programs. This course will serve to prepare students for the Senior Capstone Exhibition, which takes place annually and is required for graduating Fine Arts majors. It will also provide resources related to professional practice: resumes, visual portfolios, business cards, and websites.

Art Education

HER-M 220 Art Education and New Media in the 21st Century (3 cr.)

This course will provide Art Education students with a theoretical and practical framework for integrating new media into teaching and learning in Art Education. Examples of new media will be examined and how they are reshaping teaching, and learning in Art Education. This course includes a significant lab component.

HER-Z 311 Art Education Studio Survey (3 cr.) A course intended to ensure broad knowledge of the type and scope of media likely to be encountered in elementary and secondary art programs with consideration of inclusion students. Required for all art education majors.

HER-z 371 Foundations of Art Education (3 cr.)

Historical, sociological and philosophical foundations of

art education; curriculum development; individualized and interdisciplinary learning; instructing K-12 audiences; K-12 school organization; and general processes and practices of teaching art including the creative problem solving process. School and museum field experiences included.

HER-M 400 Laboratory/Field Experience: Elementary School (0-3 cr.) C: HER-M 471. Supervised laboratory or field experience in elementary school(s).

HER-M 401 Laboratory/Field Experience: Secondary School (0-3 cr.) C: HER-M 473. Supervised laboratory or field experience in secondary school(s).

HER-M 472 Teaching Art/Elementary School (3 cr.)
Develops understanding and appreciation of teaching, with emphasis on teaching in the elementary schools. Includes curriculum and lesson planning, organization of materials and ideas, and techniques of classroom management.

HER-M 473 Teaching Art: Secondary Schools (3 cr.)
P: HER-M 371. C: HER-M 401. This course is designed to develop an understanding for teaching art in secondary school settings. Readings and discussions about characteristics of secondary art education, curriculum development, teaching strategies, and classroom management will be emphasized. Observations of middle school and high school art classes and teaching a curriculum art unit will be part of the practicum component.

HER-Z 200 The Artist Within: Art Making for Teachers (3 cr.) Art making for the art novice/general educator, nurturing the artist within. Introspective, creative meaning making, exploring big ideas through introductory materials and processes in drawing, painting, collage, sculpture, and digital printing. Instruction in adaptations for general classroom use. Studio lab. Will not count for fine arts or art education majors.

HER-M 482 Student Teaching Seminar (1 cr.) C: EDUC-M482

The seminar is a foundational component of the student teaching capstone experience. Feedback, problem solving, guest speakers and portfolio development and assessment prepare students for entrance into the job market.

HER-Z 220 Art Education and New Media in the 21st Century (3 cr.)

The course will provide Art Education students with a theoretical and practical framework for integrating new media into teaching and learning in Art Education. Examples of new media will be examined and how they are reshaping teaching and learning in Art Education. This course includes a significant lab component.

Art History

HER-H 100 Art In Culture (3 cr.) This course introduces students in any major to the visual arts through the study of history, cultures, media, processes, and concepts that artists use. Students will participate in class discussions about art's place in society, while developing an understanding of art through visits to local art galleries and museums.

HER-H 101 History of Art I (3 cr.) Historical and contextual survey of selected works and cultures from the history of art. Selected regions of the world will be

covered, though the Western tradition will be studied in greater depth. Defines historical terms, processes, contexts, and principles of a range of media from Prehistoric through Late Gothic. Required of all Herron degree students. Approved as an arts and humanities course for IUPUI's general education requirements.

HER-H 102 History of Art II (3 cr.) Historical and contextual survey of selected works, cultures, and periods from the history of art. Selected regions of the world will be covered, though the Western tradition will be studied in greater depth. Defines historical terms, processes, contexts, and principles of a range of media from the Renaissance to the twentieth century. Required of all Herron degree students. Approved as an arts and humanities course for IUPUI's general education requirements.

HER-H 200 Understanding Contemporary Art (3 cr.)
An introduction to understanding contemporary art and the methods and issues within the discipline of art history. Chronological overview of the history of contemporary art beginning with 1945 to the present. Course looks at artworks, the social contexts in which they are produced and presented, and the different theoretical models through which they have been interpreted. Course is intended for general education and does not count toward a Herron degree. Course is approved for IUPUI's arts and humanities general education requirement. Students may not earn credit for both HER-H 200 and HER-H 103.

HER-H 203 Topics in Art History (3 cr.) Study of selected topics or issues in the history of the visual arts. Topics change in order to coordinate with current exhibitions, special events, or faculty expertise. Refer to the current Schedule of Classes for specific course descriptions.

HER-H 205 Introduction to Contemporary Art (3 cr.)
This course introduces the vocabulary of visual arts after 1950. Major movements are briefly introduced with characteristic works. Required for all Foundation Program students other than those planning to major in Visual Communication. Required for art history majors.

HER-H 210 Interpreting Art and its History (3 cr.) This course provides an introduction to theories and methods of art history, with emphasis on developing skills of visual analysis, research, and oral and written communication. Recommended for art history majors and minors who are preparing to take upper level classes. Open to anyone interested in thinking and writing about art.

HER-H 221 Art Past and Present (3 cr.) An introduction to the methods and issues within the discipline of Art History. Offers a chronological overview of the history of art. Students will learn to look critically at art, learn about its place in society and history, and develop an understanding of art. This course is approved as an Arts and Humanities course for the IUPUI General Education requirements.

This is a course for non-majors and does not count toward a Herron degree.

HER-H 222 History of American Comics and Graphic Fiction (3 cr.) Art historical overview of American Comics Books and Graphic Fiction. Examines historical shifts from 18th-century origins, inception in popular press, and

elevation of artistic status in 1960s. Considers dynamics between comics and socio-political forces, changing visual styles, changes in readership and appreciation, and impact of contemporary publishing including digital technology.

HER-H 282 East Asian Calligraphy (3 cr.)

A distinct category of historical and modern art, East Asian calligraphy also influences painting and sculpture. To fully understand its meaning and aesthetics, East Asian calligraphy will be studied within its historical, cultural, and social contexts.

HER-H 300 Black Visual Artists (3 cr.) A survey of the artistic traditions of Africans in the New World, from the period of enslavement in North and South America through contemporary and expatriate African American artists. Equivalent to Africana Studies AFRO-A 352; students may not receive credit for both courses.

HER-H 302 Post-Impressionism to Cubism: 1886-1919 (3 cr.) From the last impressionist group show of 1886 until the end of World War I, the foundation was laid for new visual expressions by both painters and sculptors. Course topics include postimpressionism, symbolism, art nouveau, fauvism, expressionism, orphism, cubism, and futurism.

HER-H 303 Contemporary African American Art and Artists (1 cr.) An exploration of the art of African American artists from recent decades and of major themes in their work.

HER-H 304 Advanced Topics in Art History (1-6 cr.) Lecture/discussion of selected topics in history of art. Some art history experience recommended. Topics change to coordinate with special exhibitions or other opportunities.

HER-H 304 Women in Art (3 cr.) This course analyzes the roles of women in the history of art. Topics may include women as patrons, viewers, and subjects of art as well as representations of women. The lives and work of women artists past and present will be featured.

HER-H 310 Classical Archaeology (3 cr.) This course explores the material remains of the classical lands from prehistoric through Roman times and a variety of approaches by which they are understood. Archaeological theory and methods are illustrated through select sites, monuments, works of art, and other remains of cultural, artistic, and historical significance. Equivalent to Classical Studies CLAS-A 301; students may receive credit for only one of these courses.

HER-H 323 History of Printmaking I (3 cr.) This course explores the artistic evolution and cultural significance of printmaking from the invention of printing through the eighteenth century. Emphasis is given to the development of the woodcut, engraving, and etching processes and to the works of major printmakers such as Durer, Rembrandt, and Hogarth.

HER-H 325 Islamic Art (3 cr.) The course surveys the art, architecture, and culture of key periods in Islamic history. Students become familiar with styles, contexts, and functions of the arts in the Islamic world.

HER-H 326 Romanesque and Gothic Art (3 cr.) Romanesque and Gothic art covers the period from about

1000 until 1550, from the artist-craftsman tradition of monasteries and cathedrals to the end of the Age of Faith in Europe. Painting, sculpture, and stained glass will be considered in their social and architectural context.

HER-H 331 Italian Renaissance Art (3 cr.) This course covers the painting, architecture, sculpture and graphic arts of Renaissance Italy with emphasis on the changing role of artists in society, major stylistic movements, the use and reception of art, the work of major artists, and their cultural context.

HER-H 333 Art of the Renaissance (3 cr.) Introduction to the architecture, painting, sculpture, and graphic media of Renaissance Europe. Emphasis is placed on the political and social climate prevailing from 1400 to 1600, and its effect on the arts of Italy, Flanders, Spain, Holland, France, Germany, and England.

HER-H 334 Baroque Art (3 cr.) Exploration of the characteristics of Baroque art and its development in the seventeenth century. Special emphasis on selected Baroque artists such as Bernini, Rubens, Rembrandt, Velazquez, and Poussin, and on their personalities, styles, and positions in seventeenth-century society.

HER-H 334 Baroque Art (3 cr.) Exploration of the characteristics of Baroque art and its development in the seventeenth century. Special emphasis on selected Baroque artists such as Bernini, Rubens, Rembrandt, Velazquez, and Poussin, and on their personalities, styles, and positions in seventeenth-century society.

HER-H 341 Nineteenth-Century Art (3 cr.) Focus is on the major movements and artists in European painting and sculpture from the French Revolution through impressionism. Topics include neoclassicism, romanticism, realism, and impressionism. Artists such as David, Ingres, Goya, Delacroix, Courbet, Manet, Monet, and Degas will be covered.

HER-H 342 From Dada to Abstract Expressionism: 1915-1950 (3 cr.) International movements in painting and sculpture from World War I until the emergence of the New York School after World War II including Dada activities in Europe and New York, the Bauhaus, European surrealism, and American art.

HER-H 347 Contemporary Art by its Exhibitions (3 cr.) This critical survey of modern and contemporary art is organized around famous exhibitions in order to critically examine questions such as "primitivism," colonialism, violence, exploitation, and hegemony, especially as addressed by curators of "global" exhibitions such as biennials.

HER-H 348 History of Photography (3 cr.) This course is a critical examination and in-depth study of photography from 1839 until the present. The general approach is from an artistic and cultural viewpoint, stressing the development of photography as a medium of visual communication for a wide variety of purposes, stressing its relationship to broad artistic trends and sociocultural issues.

HER-H 351 African Art I (3 cr.) This seminar deals with the decade in the early twentieth century that saw the rise of drastically new attitudes and styles in painting and sculpture. From the first group exhibit of the fauves in 1905 until the arrival of Marcel Duchamp in New York in

1915, the foundations for future developments in art were laid for the twentieth century.

HER-H 353 History of Video Art (3 cr.) This course is an art historical survey of video art from 1965 into the 21st century, and examines artists who are prominent within the medium of video art. The course also touches on globalization, cultural hegemony, feminist art, and spectatorship theories related to visual culture.

HER-H 361 Asian Art I (3 cr.) Major art forms from regions in western and central Asia, considered in their cultural and historical contexts.

HER-H 362 East Asian Art (3 cr.) Major art forms from regions in east Asia, considered in their cultural and historical contexts.

HER-H 375 Visual Artists and Film (3 cr.) The study of films produced by art movements of the 20th century in North America and Europe. These are often outside mainstream studio production and are radically experimental films. The course is a history of "avant-garde" film practice.

HER-H 400 Topics and Methods in Art History (1-3 cr.) Critical examination of important topics and methods from the history of art, using the seminar approach. Content may vary according to the specialty of the instructor. May be repeated up to three times for a maximum of 9 credits.

HER-H 402 The Roots of Modernism: 1905-1915 (3 cr.) This seminar deals with the decade in the early twentieth century that saw the rise of drastically new attitudes and styles in painting and sculpture. From the first group exhibit of the fauves in 1905 until the arrival of Marcel Duchamp in New York in 1915, the foundations for future developments in art were laid for the twentieth century.

HER-H 404 Art of the Past Two Decades (3 cr.) A seminar focusing on directed research into themes, artists, critical writing, and conceptual attributes of current art. The seminar emphasizes reflection, discussion, and writing about topics and issues in contemporary art, seen in a global perspective.

HER-H 410 Art Theory and Criticism (3 cr.) This course examines a cross-section of theories that underpin current discussions and developments in the visual arts. This course also examines the nature and goals of art criticism, including how different theories help frame the primary concerns and controversies within art criticism.

HER-H 413 Art and Archaeology of Greece (3 cr.) Art and archaeology of Greece from about 1000 B.C.E. through the Hellenistic period. Special attention given to the development of Greek architecture, sculpture, and vase painting. Equivalent to Classical Studies CLAS-C 413; students may receive credit for only one of these courses.

HER-H 414 Art and Archaeology of Rome (3 cr.) Development of Roman architecture, sculpture, and painting from the beginning through the fourth century C.E. Consideration given to the major archaeological sites. Continuation of HER-H 413, but HER-H 413 is not a prerequisite. Equivalent to Classical Studies CLAS-C 414; students may receive credit for only one of these courses.

HER-H 418 Myth and Reality in Classical Art (3 cr.) An introduction to Greek iconography (the study of images)

that explores contemporary approaches to narration and representation. The course examines the illustration of myth, history, and everyday life in relation to ancient society. Equivalent to Classical Studies CLAS-A 418; students may receive credit for only one of these courses.

HER-H 419 Art and Archaeology of Pompeii (3 cr.) The Roman city of Pompeii was destroyed by the eruption of Mt. Vesuvius in 79 C.E., but the trappings of all areas of Roman life were preserved under the ash. By studying the archaeology of Pompeii, this course provides insight into social, political, and commercial life in the Roman world. Course is equivalent to, and often cross-listed with, CLAS-C 419.

HER-H 420 The Artist in the Renaissance (3 cr.) This course examines the changing role of artists in Renaissance cities, from anonymous craftsmen in the late Middle Ages to celebrity personalities in the sixteenth century. Workshop structure, relationships with patrons, and competition between artists provide contexts for interpreting Renaissance art and exploring questions central to Renaissance art history.

HER-H 431 The Gothic World (3 cr.) Seminar in the Gothic art of the high and late Middle Ages. Focus will be on the cultural, theoretical, and intellectual context of art and architecture of the twelfth through fifteenth centuries.

HER-H 460 Visual Culture (3 cr.) The study of visual culture investigates how we see and make sense of images, emphasizing vision's social dimensions. Students will use an interdisciplinary lens to look at diverse visual events, such as advertising, architecture, painting, photography, public art, maps, craft objects, exhibitions, and graphics.

HER-H 470 Art History Capstone Seminar (3 cr.) P: Permission of instructor required. In this culminating course for art history majors, students will integrate and apply their learning in the process of completing a substantial research project. They will reflect upon their learning during their undergraduate career, and will prepare to translate that learning to future contexts including but not limited to professional careers.

HER-H 495 Problems in Art History (1-3 cr.) P: Research proposal and permission of Instructor required. Directed study in art history for independent research and/or special external programs. May be repeated three times for a maximum of 9 credit hours.

HER-H 497 Educational Opportunities Abroad (1-6 cr.) A variable-credit course designed to allow credit for exceptional opportunities in art history study and travel outside the United States.

Ceramics

HER-C 204 Beginning Ceramics, Hand Building (3 cr.) Introduction to hand building in clay as both a contemporary sculptural medium and historically rich practice. Students will learn multiple methods to build in clay and develop expressive surfaces, while gaining an understanding of ceramics processes, such as clay mixing, glazing, and firing.

HER-C 205 Intermediate Hand Building (3 cr.) P: HER-C 204. Designed for non-art majors who wish to continue developing ceramic hand building skills through an exploration of more complex forms expressing

individualized ideas, and investigative advanced forming and firing techniques

HER-C 206 Beginning Ceramics, Wheel Throwing (3 cr.) Focus on wheel throwing as an expressive tool within an overall ceramic experience. Clay vessels will be utilized to develop an understanding of glazing and firing techniques. Traditional forms will be used to expand sensitivity to material and process, and to build an understanding of ceramic history.

HER-C 208 Intermediate Wheel Throwing (3 cr.)
P: HER-C 206. Students develop the skills introduced in C206 with an emphasis on form, decoration, and firing techniques.

HER-C 304 Ceramics III (3 cr.) P: HER-C 204 and HER-C 206; Herron Undergraduate. Advanced workshop. Focus on students' conceptual development and self-motivated projects. Heavy concentration on material testing and exploration of firing techniques. Emphasis will be placed on the merging of technique and concept to ready students for entry into a career as a ceramic artist or educator.

HER-C 305 Ceramics IV (3 cr.) P: HER-C 304 and Herron Undergraduate. Advanced workshop. Focus on students' conceptual development and self-motivated projects. Heavy concentration on material testing and exploration of firing techniques. Emphasis will be placed on the merging of technique and concept to ready students for entry into a career as a ceramic artist or educator.

HER-C 307 Clay and Glaze Materials (3 cr.) P: HER-C 204 and HER-C 206; Herron Undergraduate. This course is an investigation into the chemistry that makes up clays and glazes. Students develop an understanding of these materials and their interactions by systematically testing a variety of glazes and clay bodies that are used by contemporary ceramic studio artists. Topics include low and high fire glazes, clay bodies, specialty glazes, and clays.

HER-C 308 Intermediate Wheel Throwing (3 cr.)
P: HER-C 206 and Herron Undergraduate. Designed for ceramics majors to further develop wheel throwing skills. Assignments will focus on investigation of contemporary methods that utilize the wheel as a tool for functional as well as sculptural objects. Emphasis is on developing skill through an exploration of more complex forms and investigative surface finishes and firing techniques.

HER-C 350 Ceramic Workshop (3 cr.) P: HER-C 204 and HER-C 206. Open to Herron majors and non-majors. This course is designed to offer specific focused topics of surface design and alternative firing techniques in the ceramic arts. All methods of forming ceramic objects to be explored in an intensive 3 week workshop environment.

HER-C 400 Ceramics V (3-6 cr.) P: HER-C 304
Study devoted to the student's independent research in ceramics. Emphasis placed on advanced techniques and the development of concepts and philosophies pertinent to the student's direction.

HER-C 405 Ceramics VI (3-6 cr.) P: HER-C 400 and Herron Undergraduate. Final semester study devoted to the student's independent research in ceramics. Emphasis

placed on advanced techniques and the development of concepts and philosophies pertinent to the student's direction culminating in a thesis body of work.

Drawing and Illustration

HER-A 205 Introduction to Illustration I (3 cr.)
Introduction to Illustration I familiarizes students with the building blocks of visual storytelling. Students utilize vital tools of the illustration discipline through projects focused on creative uses of composition, color, and contrast, while simultaneously developing their abilities to effectively convey emotional content and narrative concepts.

HER-A 206 Introduction to Illustration II (3 cr.)
P: HER-A205 and Herron Undergraduate Introduction to Illustration II directs the generalized exercises of the prerequisite course towards more market-specific applications. Students will create visual development assets for industries such as animation, gaming, and film. They will also focus on publishing-based projects surrounding aspects of cover art, sequential art, and picture books.

HER-A 303 Intermediate Illustration I (3 cr.) P: HER-A206 and HER-A206; Herron Undergraduate
A303 challenges students to create illustrations as they develop personal individual styles. Projects are based on stories, editorials and personal writing. Students research, build models, use props and costumes, and photograph figures, models & settings as they complete an illustration. Assignments encourage students to use various narrative and visual concepts.

HER-A 304 Intermediate Illustration II (3 cr.) P: HER-A303
Building upon concepts and skills employed by students in A303, the A304 assignments are based on professional illustration projects. Students are directed to develop the personal direction of their work in content, mood, form and style. One project requires the students to create a series of illustrations in sequence.

HER-A 403 Advanced Drawing and Illustration I (6 cr.)
P: HER-A304
This Advanced Drawing/Illustration course teaches contemporary standards and practices enabling each student to seek related professional opportunities upon graduation. Through a combination of drawing and illustration projects, independent investigations and critiques, students will develop technical and conceptual skills and acquire individual styles/portfolios demonstrating myriad materials, methodologies and philosophies.

HER-A 404 Advanced Drawing and Illustration II (6 cr.)
P: HER-A403 and Herron Undergraduate
The Advanced Drawing/Illustration course will teach advanced and contemporary standards and practices enabling each student to seek related professional opportunities upon graduation. Through a combination of class projects, independent investigations and critiques, students will develop superior technical and conceptual skills to acquire an individual style/portfolio demonstrating various materials, methodologies, and philosophies.

HER-A 407 Rotating Topics in Illustration (1-3 cr.)

P: HER-A403 and Herron Undergraduate

This course allows students to develop their abilities in specified, senior-level rotating topics related to contemporary Illustration studio practices.

HER-A 414 Children's Book Illustration (3 cr.)

P: HER-A303 and HER-A304; Herron Undergraduate Working with a preexisting children's text, students will develop a layout and mock-up or "dummy" of a children's picture book. Each student will then produce three finished illustrations for interior pages and/or the cover. Issues of page composition, sequential imaging, visual flow, and use of techniques will be covered.

HER-D 201 Drawing III (3 cr.)

This course investigates drawing from nature and the human figure to expand students' knowledge of visual structures and human anatomy while emphasizing line, value, gesture, and movement. Advanced work includes interpretive approaches to figure and object drawing along with experimental use of media.

HER-D 202 Drawing IV (3 cr.)

P: HER-D 201 and Herron major This course is designed to heighten students' awareness of the abstract qualities in drawings, and to expand their abilities to utilize them. While still working largely from observation, students will be increasingly required to interpret the observable world while incorporating their unique perceptions of it.

HER-D 230 Figure Drawing (3 cr.)

P: HER-D 102 and Herron major Elements and principles related to the human figure with drawing from live models.

HER-D 251 Anatomy for Artists (3 cr.)

P: HER-D 101 and HER-D 102; Herron Undergraduate. This studio class focuses on the study of human anatomy and its function in the fine arts. Course work includes lectures and study of skeletal and muscular structure of the body and is supplemented by drawings from anatomical and live models to examine the surface form of the body and its relationship to artistic anatomy. Accurate observation and recording of individual and cooperative bone and muscle structures of the human form are emphasized.

HER-D 301 Drawing V (3 cr.)

P: HER-D 201 and HER-D 202; Herron Undergraduate. Investigation of traditional and nontraditional elements of space in drawing. Emphasis placed on conceptual development and on drawing as an exploratory process and a means of producing finished works of art.

HER-D 302 Drawing VI (3 cr.)

P: HER-D 301; Herron Undergraduate. Investigation of traditional and nontraditional elements of space in drawing. Emphasis placed on conceptual development and on drawing as an exploratory process and a means of producing finished works of art.

HER-D 303 Drawing/Illustration-Digital Rendering

(3 cr.) P: HER-D 102; Herron Undergraduate. Digital Rendering addresses a range of theories in studio practice for representation and interpretation in contextual frameworks. It provides expertise in digital art programming as artistic tools in expressing unique style, content, enabling the use of drawing tablets and navigating various

software interface to understand capabilities, limitations, and artistic value.

HER-D 304 Drawing/Illustration-Narrative Imagery

(3 cr.) P: HER-A 206; Herron Undergraduate. This course deals with broad range of theories to advance studio practice in narrative storytelling, providing meaning through imagery. It offers a sophisticated value addition approach to visual expression in figure drawing advancing knowledge of working with multiple interconnected layers of meaning via organization of parts to the whole.

HER-D 401 Drawing VII (3 cr.)

P: HER-D 301 and HER-D 302; Herron Undergraduate. Concerned solely with conceptual and technical capabilities in drawing necessary to satisfy the student's individual expressive needs. A primary aim of the course is to refine and extend analytical and verbal skills by means of participation in regularly scheduled open class critiques.

HER-D 402 Drawing VIII (3 cr.)

P: HER-D 401; Herron Undergraduate. Concerned solely with conceptual and technical capabilities in drawing necessary to satisfy the student's individual expressive needs. A primary aim of the course is to refine and extend analytical and verbal skills by means of participation in regularly scheduled open class critiques.

Furniture Design**HER-Q 241 Beginning Furniture Design I (3 cr.)**

This course introduces the making of fine art furniture. Course introduces wood as an art material and safe handling of woodworking tools. Basic joinery, forming, shaping, and finishing techniques are covered, along with working from drawings and models. Works created in this course include utilitarian and non-functional forms.

HER-Q 242 Furniture Design II (3 cr.)

Course develops students' artistic voices through the art of furniture or furniture-like sculpture. Wood and woodworking are supported as options for medium, or other materials that support a student's artistic vision.

HER-Q 341 Furniture Design III (3 cr.)

Intermediate furniture design concentrates on furniture as an art form as well its applications to everyday use by considering both formal and conceptual concerns, and historical and contemporary artists in the field. Advanced construction techniques and moving parts are taught. Alternative materials are encouraged.

HER-Q 342 Furniture Design IV (3 cr.)

This course is an introduction to advanced ideas, techniques, and craft of designing furniture. We will study the practice of the individual designer/maker and the field of contemporary studio art furniture. This course cultivates advanced understanding of the versatile material of wood and other materials for furniture and object making.

HER-Q 441 Advanced Furniture Design V (3 cr.)

Advanced Furniture Design offers the student an opportunity to define himself/herself as an artist in the field. Individual design aesthetic is emphasized. Complex furniture forms and advanced techniques are applied to each student's expertise.

HER-Q 442 Furniture Design VI (3 cr.)

P: HER-Q441 Capstone course in furniture design. Students realize

their individual artistic goals in furniture design or related media. Exhibition of work is expected.

Painting

HER-P 200 Painting (Rotating Topics) (3 cr.) This course will allow Painting students to develop their conceptual, technical, historical, and critical knowledge on a variety of rotating topics.

HER-P 201 Painting I (3 cr.) P: Foundation Program. Investigation of fundamental issues of painting, primarily through still lifes. Emphasis on composition, content, and the development of a working knowledge of painting processes.

HER-P 202 Painting II (3 cr.) P: P201 Painting II expands the working knowledge of the painting medium. Students investigate visual perception and content through color and paint. Through varied approaches students further their observational processes with the figure, landscape, and still life as well as explore nonrepresentational and expressive modes of painting.

HER-P 205 Alternative Painting Methods (3 cr.) Alternative Painting Methods introduces students to the materials, techniques, and use of non-oil or non-standard painting mediums. Course will focus on one or more specific painting mediums and/or approaches. Students use philosophical and historical research to explore methods and integrate processes into contemporary practices and an individual artistic voice.

HER-P 209 Alternative Painting Methods (1-3 cr.) P: P205 This course furthers students' ability to explore and investigate alternative painting mediums and processes in a classroom environment. Course will focus on one or more specific painting mediums and/or approaches. Students use philosophical and historical research to explore methods and integrate processes into contemporary practices and an individual artistic voice.

HER-P 210 Portrait Painting (3 cr.) Portrait and Life Painting explores rendering the human figure with the painting medium. Anatomy and proportion of both the human head and form will be investigated through color and in reference to a live and/or nude model. Likeness, expression, and narrative are examined through color mixing, matching, and interpreted relationships.

HER-P 220 Watercolor Painting (3 cr.) Watercolor Painting introduces students to the watercolor medium through the comprehensive investigation of process and technique. Students explore creative voice through an intense approach to methods requiring the exploration of watercolor to its fullest potential. Focused objectives are framed by individual goals with the opportunity of self-expression in each assignment.

HER-P 222 Advanced Watercolor Painting (3 cr.) P: HER-P 220. Advanced Watercolor expands the students' working knowledge and provides for the advanced exploration in the watercolor medium. Students will further their skills and techniques and develop an individual voice. Students will work independently and are responsible for the investigation of concepts and ideas through building a body of work.

HER-P 300 Painting (Rotating Topics) (3 cr.) This course will allow Painting students to develop their

conceptual, technical, historical, and critical knowledge on a variety of rotating topics.

HER-P 301 Painting III (3 cr.) P: HER-P202 Contemporary areas of picture making are explored in both two- and three-dimensional directions. Emphasis on relating the imagery to the students' own social and artistic concepts.

HER-P 302 Painting IV (3 cr.) P: HER-P301 Contemporary areas of picture making are explored in both two- and three- dimensional directions. Emphasis on relating the imagery to the students' own social and artistic concepts.

HER-P 303 Concepts in Figuration I (3 cr.) Explores figurative painting as well as other subjects and approaches in both traditional and conceptual approaches. Emphasis on techniques, composition, drawing, color, and concept.

HER-P 304 Concepts in Figuration II (3 cr.) Explores figurative painting as well as other subjects and approaches in both traditional and conceptual approaches. Emphasis on techniques, composition, drawing, color, and concept.

HER-P 311 Individual Research in Painting (3 cr.) This course will allow Painting students to develop their conceptual, technical, historical, and critical knowledge around an individual set of problems established by the instructor and the student. This course of study will parallel the traditional goals established in the 16 week semester, but will allow the instructor the opportunity to work with a student in an individual specialized approach.

HER-P 400 Painting (Rotating Topics) (3 cr.) This course will allow Painting students to develop their conceptual, technical, historical, and critical knowledge on a variety of rotating topics.

HER-P 401 Painting V (3 or 6 cr.) P: HER-P302. This class consists of an exploration of contemporary concepts in painting with emphasis on interrelationships between form and content. This class guides the student through the development of solid studio practices and the search for a unique personal vision in the intermediate and advanced levels.

HER-P 402 Painting VI (3 or 6 cr.) P: HER-P 401 Capstone course in painting, consisting of an intense creative effort resulting in an individual solution to questions of form and content. Includes professional preparation and exhibition.

HER-P 403 Individual Research in Painting I (3 cr.) C: Offered in conjunction with HER-P 401-P402 only. Research devoted to the student's own projects in painting.

HER-P 404 Individual Research in Painting II (3 cr.) C: Offered in conjunction with HER-P 401-P402 only. Research devoted to the student's own projects in painting.

HER-P 405 Digital Processes for Fine Art I (3 cr.) P: Junior or senior standing in a fine art major or HER-A 261. Concepts and skills common to several computer

graphics software programs will be covered with an emphasis on the use of digital imagery to support the work of students who are doing more traditional studio disciplines. Photography.

HER-P 406 Digital Processes for Fine Art II (3 cr.)

P: Junior or senior standing in a fine art major or HER-A 261. Concepts and skills common to several computer graphics software programs will be covered with an emphasis on the use of digital imagery to support the work of students who are doing more traditional studio disciplines.

Photography

HER-K 201 Introduction to Photography (3 cr.)

Introduction to the creative, expressive and practical aspects of digital and analog photographic processes. From primitive light sensitive surfaces to digital techniques for editing images with computer software, this course exposes students to essential elements of imaging today. Digital camera with adjustable aperture, shutter speed, and ISO required.

HER-K 202 Analog Photography (3 cr.) Introduction to black and white analog darkroom photography. Builds on exposure, optics, and camera operations learned in K201. Creative emphasis is on the development of a personal photographic vision using silver gelatin or similar analog process. Additional analog processes may be introduced.

HER-K 211 Intermediate Digital Photography (3 cr.)

P: HER-K201 This course expands on digital photography skill sets introduced in K201. Emphasis placed on digital printing techniques and expanding editing capabilities. Students work with technical and conceptual aspects of artistic photographic practice and research artists working with digital imaging. Artistic self-expression and exploration of materials are stressed.

HER-K 212 Topics in Photography (1-3 cr.) This course covers technical issues related to photography and each course will be specific to a topic. Topics include 4x5, Lighting, Final Cut Pro, Sound Techniques, and Alternative Processes with specifics changing from semester to semester. Repeatable for up to 4 credits.

HER-K 300 Advanced Digital Imaging (3 cr.) P: HER-K 211 or permission of instructor. The course will cover time-based digital media techniques as well as delve into discussions about video artists and digital artists, critical thinking, language, and aesthetics as it relates to, and affects personal creativity and expression. This investigation will be accomplished through a combination of producing work, using Adobe Photoshop, Illustrator, After Effects, Premiere, and Macromedia Director; discussing the work of other photographers who work with digital imaging; and historical lectures. Prior knowledge of computer basics and Adobe Photoshop required.

HER-K 301 Lighting for Photography (3 cr.) P: HER-K 201-202. This course introduces fundamental concepts of studio and on-location lighting using digital photography. The course emphasizes the technical understanding of photographic lighting while giving students an opportunity to integrate these skill sets into their fine art practice. Both continuous source and strobe lighting will be covered. Students must have a DSLR camera and external light

meter to take this course. Students will be expected to buy paper to create digital inkjet prints on provided printers.

HER-K 302 Photography IV (3 cr.) P: HER-K 201-202.

Exploration of photography as an expressive visual medium and the relationship of photography to culture. Advanced controls over negative production and printing techniques are taught. Students learn to speak critically of their own work, as well as the work of their peers, and other artists. Alternative methods of presentation, beyond the window mat, are introduced.

HER-K 303 Color Photography (3 cr.) P: HER-K

201-202 or permission of the instructor. This course introduces a hybrid mode of color photography to students by outlining the complimentary use of analogue and digital imaging techniques necessary for fine art photographic practice. Students will experiment with analog film, learn color photographic theory, operate medium and large format cameras, scan analog film, produce color balanced digital prints, and be exposed to contemporary theory on color photography.

HER-K 311 Individual Research Photography (3 cr.)

Junior-level course that will provide special arranged instruction within photography. May take form of a field experience, in which case there will be close collaboration between specialized faculty member and work supervisor, who will jointly evaluate performance.

HER-K 330 Photo and Intermedia Seminar (Rotating Topics) (3 cr.)

This course will allow Photo and Intermedia students to develop their conceptual, technical, historical, and critical knowledge on a variety of rotating topics.

HER-K 401 Advanced Photography (6 cr.) P: HER-

K 301-302, HER-K303, photographic portfolio, and permission of the instructor. An advanced course taught as a seminar for graduating photo majors. During the course of the semester, the student produces two professional-quality exhibitions and a photographic portfolio. Within the context of this class, students may produce mixed media, performance, video, time-based work, as well as traditional black-and-white and color photography. Emphasis is placed on individual instruction, preparation for graduate study, and professional exhibition practice.

HER-K 402 Advanced Photography (6 cr.) P: HER-

K 301-302, HER-K303, photographic portfolio, and permission of the instructor. An advanced course taught as a seminar for graduating photo majors. During the course of the semester, the student produces two professional-quality exhibitions and a photographic portfolio. Within the context of this class, students may produce mixed media, performance, video, time-based work, as well as traditional black-and-white and color photography. Emphasis is placed on individual instruction, preparation for graduate study, and professional exhibition practice.

HER-K 411 Individual Research in Photography (3 cr.)

This course is designed to give senior level students experience in independent processes and/or experiences that fall outside of traditional classroom teaching. Faculty emphasize using this course to bolster professional practice by undertaking an internship.

HER-K 412 Individual Research in Photography (3 cr.) P: Senior-level course for students who have already taken HER-K 311. Will allow a student additional individualized instruction with a photography faculty member.

HER-K 430 Photography and Intermedia Seminar (3 cr.) In Photography and Intermedia Seminar students will develop their conceptual, technical, historical, and critical knowledge on a variety of rotating topics. Topics can include: Performance, Image and Text, Critical Theory, Documentary Photography, Installation Art, Professional Photography Practices, Sound Art, and Advanced Digital Art.

Printmaking

HER-G 201 Etching I (3 cr.) Beginning course in intaglio printmaking, which introduces the fundamentals of etching, engraving, and drypoint techniques to generate an image in a metal plate. Students explore their artistic voice in basic printing processes with use of presses. Safe working methods and artistic principles particular to the medium are covered.

HER-G 202 Lithography I (3 cr.) Lithography is the most drawing-related medium in printmaking. Students are introduced to the fundamentals of lithographic processes including limestone and aluminum plate imaging with materials such as crayons, tusche washes, photo transfers, and reductive techniques. Black and white editioning skills and safe handling of materials and equipment are emphasized.

HER-G 203 Screen-Printing I (3 cr.) Introduction to the screen-printing process, including methods of designing stencils with both hand and digital techniques to generate complex, multiple-colored images. In addition, students will develop editioning skills and techniques on paper, as well as explore printing on different substrates such as fabrics and wood.

HER-G 205 Monotype/Woodcut (3 cr.) P: Foundations Program and Herron Undergraduate. Beginning course in monotype and woodcut. Students learn traditional and experimental approaches to relief printmaking. Students are instructed on use of tools and materials and basic printing processes. Printing is in color and black and white.

HER-G 208 LETTERPRESS TYPESETTING (3 cr.) Introduction to setting and printing text by hand on the letterpress. Historic traditions such as setting lead and wooden typed and carved blocks will be combined with contemporary digital text and image appropriation through photo-polymer plates. Students taught how to develop type and print technology into expressive visual frameworks.

HER-G 209 Papermaking (3 cr.) Introduction to western principles of making paper by hand. Skills in pulp technology, sheet formation, 2D and 3D applications will be developed, such as: stenciling, pulp-spraying, casting, and integration into book structures. Students expected to apply skills into expressive, conceptual frameworks with attention to historic and contemporary context of papermaking.

HER-G 211 BOOK ARTS BASICS (3 cr.) This course introduces the core skills of the book arts: bookbinding, letterpress typesetting and papermaking. Students

develop staple skills with the goal of understanding technologies and processes as an expressive visual language. The course will culminate in a project that conceptually integrates skills into a coherent narrative.

HER-G 301 Etching II (3 cr.) P: HER-G 201 Develops further the skills learned in G201. Students are urged to manipulate the techniques to the best advantage of their individual directions, making technique serve concept. An extensive introduction to color printmaking is given at the beginning of the course, and students are encouraged to work in color to a limited extent. At least one print done in color during a semester is now a requirement.

HER-G 302 Lithography II (3 cr.) P: HER-G 302 and Herron Undergraduate. Advanced study designed to extend students' ability to use their technical knowledge as a means of expression. Experimental printing in color and black and white.

HER-G 303 Etching III (3 cr.) P: HER-G 301 Develops further the skills learned in G301. However, students are urged to manipulate the techniques to the best advantage of their individual directions, making technique serve concept. Course includes an extensive introduction to color printmaking.

HER-G 304 Lithography III (3 cr.) P: HER-G 302 Advanced study of lithography which develops the student's ability to use acquired technical knowledge as a means of expression. Continued exploration of processes and experimental printing in color and black and white.

HER-G 305 Photo Processes for Printmaking I (3 cr.) P: G201-G202, K201-K202, and/or permission of the instructor. C: Enrollment in a 300-, 400-, or 500-level printmaking course. Introduction to the use of light-sensitive materials in printmaking processes. Involvement with nonsilver photographic processes such as kallitype, photoetching, photo-lithography (using halftone and contact materials), photo silkscreen, and gum printing. Color separation principles for printmaking processes.

HER-G 307 Silkscreen Printing II (3 cr.) P: HER-G203 and Herron Undergraduate. The advanced process of silkscreen printing with the incorporation of digital printing processes. Printing in large format with color will be covered. Further Development of ideas and concepts in relation to the screenprinting process will be emphasized in this class.

HER-G 308 THE VISUAL BOOK (3 cr.) Introduction to concept building specific to the artist book. Study of principles of narrative building, sequencing, interactivity. Contextualizing of expressive craftsmanship through experimental binding structures such as altered books, wearable books, edible books. Integration of history, tradition and contemporary development of the book arts.

HER-G 309 Monotype/Woodcut II (3 cr.) P: HER-G 205 Advanced study of monotype techniques, both traditional and nontraditional. Emphasis is placed on students gaining control of monotype process in order to accurately express their artistic vision. Students are encouraged to explore their individual goals and research into the various media available.

HER-G 401 Printmaking III (3-6 cr.) P: HER-G304
Designed mainly for those students who choose to major in printmaking. The course demands a major commitment of time and concentration. In addition to criticism on an individual basis, students take part in weekly seminars with the 4th year printmaking faculty which concentrate on discussion of a wide variety of aesthetic concerns. Photo-printmaking facilities, equipment, and supplies for all photo-processes are available to those students desiring to incorporate photographic images into their work.

HER-G 402 Printmaking IV (3-6 cr.) P: HER-G 401
Capstone course in printmaking

HER-G 306 Photo Processes for Printmaking II (3 cr.)
Introduction to the use of light-sensitive materials in printmaking processes. Involvement with nonsilver photographic processes such as kallitype, photoetching, photo-lithography (using halftone and contact materials), photo silkscreen, and gum printing. Color separation principles for printmaking processes.

Book Arts

HER-G 206 Bookbinding (3 cr.) Introduction to traditional and non-traditional skills in bookbinding. Non-adhesive, experimental structures will be covered such as accordion, concertina, piano hinge and koptic binding as well as case binding, box making and slip cases. Goal is to develop the binding process as an expressive, visual language with attention to its tradition and contemporary presence as aesthetic medium.

HER-G 209 PAPERMAKING (3 cr.) Introduction to western principles of making paper by hand. Skills in pulp technology, sheet formation, 2D and 3D applications will be developed, such as stenciling, pulp-spraying, casting, and integration into book structures. Goal is to apply skills to expressive, conceptual frameworks with attention to historic and contemporary context of papermaking.

HER-G 310 The Printed Book (3 cr.) Integration of the print medium into the book structure. Development of prints as interactive structures and interdependence of multiple and three- and four-dimensional qualities of books. Skills in letterpress technology, type-high surface construction, bookbinding, and papermaking with attention to history and contemporary context of the book arts.

Sculpture

HER-S 201 Sculpture I (3 cr.) Basic consideration of three-dimensional form in sculptural concept. Exposure to various related materials, techniques, and processes.

HER-S 202 Sculpture II (3 cr.)
Course continues the development of skills and ideas introduced in Sculpture I, while providing more autonomy and self-direction. Students explore materials, form, space, and interaction with audiences. May include installation, performance, and immersive experiences and technologies. Course also considers the role of art and artists in contemporary society.

HER-S 220 Sculpture Seminar (Rotating Topics) (3 cr.)
This course will allow Sculpture students to develop their conceptual, technical, historical, and critical knowledge on a variety of rotating topics.

HER-S 301 Sculpture III (3-6 cr.) P: HER-S202

It is the purpose of this course to point up the unlimited possibilities of expression in sculpture in both theme and materials employed. Content is directed toward hand-shaping of plastic materials, casting of metals, and a broad range of construction approaches to sculpture.

HER-S 302 Sculpture IV (3 cr.) P: HER-S301
It is the purpose of this course to point up the unlimited possibilities of expression in sculpture in both theme and materials employed. Content is directed toward hand-shaping of plastic materials, casting of metals, and a broad range of construction approaches to sculpture.

HER-S 401 Sculpture V (3 cr.) P: S302. Concentrated, specialized study of sculpture, with emphasis on extensive research in pursuit of individual direction.

HER-S 402. Sculpture VI (3 cr.) P: HER-S401
A more concentrated, specialized study of sculpture with emphasis on the student's extensive research in the pursuit of individual direction.

HER-S 403 Individual Research in Sculpture I (3 cr.)
Research devoted to the student's own projects in sculpture.

HER-S 404 Individual Research in Sculpture II (3 cr.)
Research devoted to the student's own projects in sculpture.

Visual Communication

HER-A 261 Introduction to Computer Imagery I (3 cr.)
An introductory course providing hands-on learning experiences in using the Macintosh computer and Adobe Photoshop, a pixel-based paint and image-editing software package, to create, scan, and manipulate images. A studio elective open to all Herron degree-seeking students with little or no computer experience who have completed the foundation year.

HER-L 210 Visual Communication Design for the Web (3 cr.) Intended for non-Visual Communication Design majors, this introductory web design course looks at web design from the perspective of a visual designer. Topics covered will include: web page layout and conventions, web typography, user interface, and responsive visual design. The impact of visual design on usability, user experience, and basic front-end development will also be investigated.

HER-U 201 Design & Type Basics: Look Smarter with Good Type (3 cr.)

Introduction to basic design principles and typography for students who are not design majors. Focus is on typographic fundamentals and the use of typography to improve outcomes like resumes, presentations, posters. Students will gain the ability to create more effective and professional visual communication built on functional and clear typography.

HER-V 101 Design Thinking 101 (3 cr.) Design Thinking is a leading framework that enables people from any background to harness creativity and promote innovation. This course works in a lecture-studio format where students learn foundational principles and elements of Design Thinking and then work in interdisciplinary teams

to utilize creative problem solving with peers across disciplines.

HER-V 200 Design, Media, and Culture (3 cr.) An introduction to design in popular western culture. Students develop a sense of design aesthetic through the review and critique of contemporary and historical cultural artifacts.

HER-V 210 Foundations of Graphic Design (3-6 cr.) An introduction to form-making in graphic design through the exploration of the elements and principles of design. This course emphasizes using the iterative design process to develop unique and appropriate graphic design solutions.

HER-V 211 Typography I (3 cr.) An introduction to typography as an art form and element of visual communication. Topics include letterform design, the fundamentals of typesetting, and typographic composition.

HER-V 214 History of Visual Communication (3 cr.) This course examines the cultural, social, political, economic, and technological forces that shape visual communication. Course begins with an introductory survey of visual communication activities from the Middle Ages through the renaissance. Following the impact of technology on visual communication the course will focus more thoroughly on a Western European and American perspective from the impact of the Industrial Revolution through the explosive changes that continue to take place in contemporary visual communication.

HER-V 220 Visual Communication Design Studio 2 (1-6 cr.) P: V210
Introductory Visual Communication Design course.

Assigned projects develop student skills in concept generation and visualization. Students learn to make relevant, meaningful and appropriate visual form in response to contexts and communication problems. Class focus is on integrating visual and verbal messages intended to communicate to a clearly defined audience.

HER-V 225 Designing for Hybrid Spaces (3 cr.) Hybrid spaces partake of both physical and digital worlds. This hands-on studio introduces digital fabrication (laser cutting and 3D printing) and microcontroller skills (working with sensors, actuators and coding) that students will use together to activate spaces to support and measure experiences of place. Includes theory, survey of practices and hands-on work.

HER-V 230 Brand Identity Design (3 cr.) An overview of the theory and practice of creating brand identity marks and systems. Topics include logo development, systems of visual branding, and the design of branded assets.

HER-V 240 Information Design (3 cr.) An overview of the theory and practice of constructing compelling narratives through the data visualization. Students learn to communicate with an audience by controlling the visual presentation of quantitative and qualitative data.

HER-V 250 Professional Preparation (1 cr.) This course provides students an overview of career options in the field of design and prepares them to create the materials necessary to enter the field. Through a variety of projects, students will hone their skills in job searching, interviewing, and professional presentation.

HER-V 251 Typography II (3 cr.) P: V211
An intermediate-level course on typography and type systems. Students learn to combine image and type in novel ways to meet defined communication goals, create imagery with type, and utilize complex grid systems in typographic layouts.

HER-V 308 Design Labs (1.5 cr.) P: Various. Studio course. Course provides students with an opportunity to engage in focused study of a substantive area of Visual Communication Design. This course will address specific topics of relevance to contemporary design practice. Designed as an 8-wk intensive, each topic offering will provide students an opportunity to develop deeper knowledge and understanding of one aspect within visual communication design.

HER-V 311 Typography III (3 cr.) P: HER-V311
An advanced exploration of typographic form and style. Students learn to design new typefaces and construct advanced typographic systems that bridge analog and digital channels.

HER-V 325 Kinetic Design (3 cr.)
An introduction of time as an element of visual design. Students learn how to manipulate visual elements in time-based media to meet communication goals. Topics covered include kinetic typography, animated logo development, and animation as a part of digital branding.

HER-V 330 Visual Communication Design Studio 3 (1-3 cr.) P: HER-V 220
This course builds on the introductory course work of the first year. VCD Studio 3 expands the students knowledge of people-centered design, introduces basic design research methods, and skills for data visualization. This course emphasizes practical application and experiential learning.

HER-V 340 Design in Context (3 cr.) P: HER-V 330
Studio course. Course introduces design research methods and practices used in facilitating design solutions when problems are less "framed" that don't have defined constraints and objectives. Develop skills working collaboratively and directly on behalf of local organizations and community partners. Course outcomes vary across multiple design channels and formats to target specific audiences and communication needs.

HER-V 350 Professional Practice Internship (3 cr.)
This course offers VCD students the opportunity to learn through a supervised experience in professional work settings. In addition to activities associated with their internship, students participate in a series of discussions and writing prompts to reflect on their on-the-job learning.

HER-V 408 Advanced Design Lab (1.5 cr.)
This course provides students with an opportunity to engage in focused study of a substantive area of Visual Communication Design. This course will address specific

topics of relevance to contemporary design practice. Designed as an 8-wk intensive, each topic offering will provide students an opportunity to develop deeper knowledge and understanding of one aspect within visual communication design. Topics will address subjects such as: User interface design, service design, advanced design research methods, design for hybrid spaces, portfolio development, and exhibition design.

HER-V 410 VC 5: Design Methods for Innovation (3 cr.)

P: HER-V 320 or permission of instructor. Studio course with cross-disciplinary team collaboration. Application, integration, and synthesis of knowledge and skills for visual communication majors and subject matter experts. Advanced methods for designing for innovation. Discovering and shaping opportunities for socially relevant innovations. Integrating professional service for civic communication with reflection on personal values.

HER-V 420 Design Lab: Portfolio (3 cr.) P: HER-V 410.

This course facilitates the transition of students as they move toward their career, either beginning as a design intern or seeking their first professional position in a design field. Students examine the scope of professional opportunities and reflect on professional practice. They will research professional roles and organizations where designers work and will present their findings. Students will design and produce a professional level portfolio and related self-promotional materials. Students will develop an individual plan for a viable academic-to-career path.

HER-V 430 Cross-Cultural Design (1-6 cr.) An advanced investigation of design practices in external cultures. Students will collaborate on projects that expand on design practices through research, typography, and experiences catering to local and global perspectives. Learning opportunities will facilitate critical and cross-cultural conversations regardless of location, language, or identity.

Graduate Course Descriptions

Art Education

HER-H 531 The Artist in the Renaissance (3 cr.) P: graduate student or consent of instructor. Graduate course examining the changing role of artists in Renaissance cities, from anonymous craftsmen in the late Middle Ages to celebrity personalities in the sixteenth century.

Workshop structure, relationships with patrons, and competition between artists provide contexts for interpreting Renaissance art and exploring questions central to Renaissance art history.

HER-Z 511 Nonstudio Approaches to Art Instruction (3 cr.)

Exploration of critical approaches to newer media, including film, video, and television, directed toward an art context. Emphasis on the development of critical skills and approaches to new media in the classroom.

HER-Z 512 Improving Studio Instruction in Art (3 cr.)

Designed to examine major directions in art and the points of view of professional artists in order to develop new approaches to elementary and secondary art instruction.

HER-Z 513 Special Topics in Art Education (1-3 cr.) A variable topic course designed to cover current issues in art curriculum and assessment. Designed for the K-12 art specialist.

Art History

HER-H 531 The Artist in the Renaissance (3 cr.) P: graduate student or consent of instructor. Graduate course examining the changing role of artists in Renaissance cities, from anonymous craftsmen in the late Middle Ages to celebrity personalities in the sixteenth century.

Workshop structure, relationships with patrons, and competition between artists provide contexts for interpreting Renaissance art and exploring questions central to Renaissance art history.

HER-H 555 Art of the Past Two Decades (3 cr.)

A graduate seminar focusing on reading, discussion, research, and writing about themes, media, issues, and trends of visual art over the past 20 years. Students use an interdisciplinary and global lens to examine current practices and intellectual and social contexts for the creation and reception of new art.

HER-H 560 Visual Culture: A Visual Studies Approach (3 cr.)

P: graduate student or consent of instructor. An introduction to visual studies, an interdisciplinary approach to the study of visual culture that emphasizes the social ramifications of the visual.

HER-H 590 Topics in Art History (3 cr.)

Special topics in the history and study of the visual arts and visual culture. May be repeated with a different topic for a total of 9 credit hours.

HER-H 610 Art Theory and Criticism (3 cr.) This course examines a cross-section of theories that underpin current discussions and developments in the visual arts. This course also examines the nature and goals of art criticism, including how different theories help frame the primary concerns and controversies within art criticism.

Art Therapy

HER-T 501 Art Therapy Practicum (1.5 cr.) A supervised practicum that prepares students for the internship and advanced internship experiences. Students observe and practice counseling, group counseling, and art therapy techniques in different settings. Minimum of 100 hours, including 40 hours in direct service with clients with at least 10 hours in group settings.

HER-T 502 Counseling Theory and Practice for Art Therapists (3 cr.)

This is an introductory course on counseling and psychological theory and practice involving the history of mental health care services, the role of professional counselors, the basic skills of counseling and psychotherapy (basic interviewing, assessment and counseling skills), different theoretical perspectives on counseling and psychotherapy, treatment plans, ways of engaging the client, and an overview of the professional code of ethics for the American Counseling Association, American Psychological Association, and American Art Therapy Association. The class will require personal reflection by the students on their views of counseling, themselves and the role of theory in practice. Student will also engage in role playing to practice.

HER-T 503 History Theory and Practice of Art Therapy (3 cr.)

This course will explore how foundations of psychotherapy are applied within the context of art therapy principles and practices with clients. The Course on the history, theory and practice of art therapy. Course includes role playing and practice in art therapy, the development

of art therapy as a therapeutic practice, and an overview of relevant psychotherapeutic theories.

HER-T 504 Ethical & Legal Issues in Art Therapy (1.5-3 cr.) This course provides an in-depth knowledge of ethical and legal issues relevant to the professional practice of art therapy. Foci include historical development of ethical standards in art therapy, ethical multicultural and diversity practices and an understanding of the application of legal principles in today's professional practice.

HER-T 505 Art Therapy with Children and Adolescents (3 cr.) Course on an understanding of children and ways that art therapy can be effective in helping children resolve issues. Course includes a study of forms of trauma often experienced by children resolve issues. Course includes a study of forms of trauma often experienced by children and issues children face, including disorders, illness, behavioral problems, divorce, domestic violence, loss, and self-esteem. Ways to assist children in expressing and managing emotions is covered.

HER-T 507 Assessment & Evaluation in Art Therapy (3 cr.) This course features lectures, group discussions, readings, a research paper, and examinations that serve as an in-depth introduction to the processes of assessment and evaluation relevant to the professional practice of art therapy. The course focus includes a study of art therapy assessment, psychopathology, general principles of etiology, diagnosis, treatment, and prevention of mental and emotional disorders and dysfunctional behavior, and general principles, and practices of the promotion of optimal mental health.

HER-T 508 Cultural & Social Diversity in Counseling and Art Therapy (3 cr.) This course features lectures, group discussions, readings, a journal, examinations, and a final reflection paper and art project that serve as an in-depth introduction to cultural and social diversity, and to gain understanding of the historical, theoretical, and practical issues surrounding the professional practice of counseling and art therapy with individuals with diverse backgrounds and cultural perspectives.

HER-T 509 Advanced Art Therapy Practice--Specialized Populations (3 cr.) Designed as a progressive course to meet twenty-first century healthcare trends, this specialized training course will address three clinical populations in five (5) classes per unit: Trauma, Addictions and Substance Abuse and Aging Adults. Each unit will follow a similar outline of learning tailored to the clinical population. Special needs and medical populations will also be integrated into the learning experience. This will include a brief history of counseling and psychotherapy theory and treatment implications for each population and how art therapists tailor interventions to meet the specialized needs within the general framework of art therapy theory. Didactic instruction will include when and how to refer clients and families to support services, professional boundaries, issues of transference and countertransference, treatment planning and the development of goals.

HER-T 510 LIFESPAN DEVELOPMENT FROM AN ART THERAPY PERSPECTIVE (3 cr.) Students will examine the biological, psychological, and social development of humans through the lens of art therapy, incorporating how artistic and creative development unfolds across the

lifespan. Students will be introduced to theories of human development from birth to death and will examine their relevance to the practice of art therapy. Class discussions will include case studies, experiential exercises, and art making. Human development readings designed for helping professionals will be interwoven with content that is specific to the field of art therapy. Students will participate in written and arts-based exercises to enhance understanding of course content.

HER-T 511 Art Therapy with Adults (3 cr.) The course focuses on adult mental health concerns, the standard treatment for these illnesses, graphic indicators in the artwork of such patients, and art therapy interventions and goals for these populations. Considerations when working with adults will include therapeutic relationships, transference and countertransference, resistance, and treatment planning.

HER-T 512 Group work for art therapists (3 cr.) P: HER-T502, HER-T503 Students integrate theory, processes, and group work to facilitate ethically and culturally responsive counseling and art therapy groups. Principles of group dynamics, therapeutic factors, member roles and behaviors, leadership styles and approaches, selection criteria, art-based communication, and short- and long-term group process will be reviewed.

HER-T 552 CAREER COUNSELING FOR ART THERAPISTS (3 cr.) This course is designed to introduce students to career counseling theories as they apply to the field of art therapy, processes and applied techniques. Current assessment and counseling methods will be examined in a context related to art therapy philosophy, along with the ways in which developmental, ethnic, and cultural factors influence the processes and outcomes of career counseling as applied to the practice of art therapy. Special attention will be paid to "right-brained" strategies for breaking through resistance to and increasing client investment in career counseling.

HER-T 620 Art Therapy Internship I and Group Supervision (4 cr.) Combined with T621 Art Therapy Internship II, this course requires a minimum of 450 hours of supervised experience in an internship, to gain working experience in the professional practice of art therapy and counseling. Students will practice and enhance their basic counseling skills, art therapy skills, and ability to complete paperwork. This is a hands-on experience in which students make the transition to working professional. Students are required to provide appropriate documentation of their performance and attendance in all scheduled activities

HER-T 621 Art Therapy Internship II and Group Supervision (4 cr.) Combined with T620 Art Therapy Internship I, this course requires a minimum of 450 hours of supervised experience in an internship, to gain working experience in the professional practice of art therapy and counseling. Students will practice and enhance their basic counseling skills, art therapy skills, and ability to complete paperwork. This is a hands-on experience in which students make the transition to working professional. Students are required to provide appropriate documentation of their performance and attendance in all scheduled activities.

HER-T 622 Art Therapy Advanced Internship and Group Supervision (4 cr.)

This course requires a minimum of 450 hours of supervised experience in an internship, to gain working experience in the professional practice of art therapy. Students will practice and enhance their basic counseling skills, art therapy skills, and ability to complete paperwork. This is a hands-on experience in which students make the transition to working professional. There is an expectation in this course that students will be taking on an increasing amount of responsibility for the care of clients under the guidance of the site supervisor. Students are required to provide appropriate documentation of their performance and attendance in all scheduled activities.

HER-T 630 Research Methods for Art Therapists (3 cr.)

Course features lectures, group discussions, and experiential learning in research methods necessary for a Master's culminating project and become informed consumers of counseling and art therapy research; including qualitative, quantitative, arts-based inquiry, and program evaluation. It will also examine the purposes, ethical, legal, and cultural considerations of research.

HER-T 631 Master's Culminating Project (3 cr.)

Students will review research models and paradigms, ethical and legal issues, cultural diversity and theoretical and applied approaches to integrating art therapy research and practice. Students are responsible for independent study and will receive faculty advisement in the completion of a Master's Culminating Project.

HER-T 640 Studio Art for Art Therapists (3 cr.)

The purpose of this class is to demonstrate experimentation and development of knowledge of different art media. Students will be expected to demonstrate an increased awareness of the psychological and emotional aspects of their own creative process and discuss how facility with a range of art media may be conceptualized when working with different demographic populations.

Integrative Studio Practices

HER-N 510 Studio Emphasis I: Materials and Methods in Integrative Studio Practice (6-9 cr.) Introductory graduate course in the exploration of traditional and contemporary materials, methodologies, and concepts used in an Integrative Studio Practice.

HER-N 520 Studio Emphasis II: Theory into Practice in Integrative Studio Practice (6-9 cr.) This graduate studio course continues the development of the students' research and studio practice initiated in Studio I, incorporating theory and practice through the integration of process, craft, and technology. Students will continue to examine and integrate connections between creative practice, cultural, scientific, critical and historical discourses as they relate and pertain to other artists, academic departments and community organizations.

HER-N 560 Studio Emphasis III: Advanced Practices in Integrative Studio Practice (6-9 cr.) This course is designed to build on the knowledge and experience

of the previous two semesters. In this course, students should demonstrate a well-developed understanding of the objectives and direction they will pursue for their thesis exhibition. Students will develop an original, independent and intensive studio practice represented by significant and professional quality research and works of art.

Graduate Courses in Visual Communication

HER-V 501 Introduction to Design Thinking (1.5 cr.)

Seminar. Theorizing and evaluating design as a specialized way of thinking. Examining collaborative, cross-disciplinary innovation processes requiring skills for identifying and framing challenges and generating and optimizing solutions. Surveying essential processes and process skills to deploy design thinking for the development of creative solutions to complex systems level challenges.

HER-V 502 Integrative System Design (1.5 cr.)

Investigating knowledge and theories to support people-driven innovation as an inclusive co-creative process. Identifying, analyzing synthesizing and evaluating many characteristics of audiences and contexts. These include physical, cognitive, cultural and social human factors as well as the economic, technological and environmental issues that inform and shape design responses.

HER-V 510 Introduction to Design Research (1.5 cr.)

Theorizing and evaluating design as a specialized way of thinking. Examining collaborative, cross-disciplinary innovation processes requiring skills for identifying and framing challenges and generating and optimizing solutions. Surveying essential processes and process skills to deploy design thinking for the development of creative solutions to complex systems level challenges.

HER-V 511 Design Method: People-Centered Design Research (1.5 cr.)

Methods. Foundation in design research. Application and integration of theory, methods, and skills for initiating people-centered (and participatory) design research activities. Performing generative, evaluative, and experimental research to inform designing. Accounting for audiences and contexts including recognition of physical, cognitive, cultural, and social human factors that shape design responses.

HER-V 512 Intro Design Thinking for Tackling Wicked Problems and Sensemaking (3 cr.)

This course introduces the nature of "wicked problems" facing society and explores the various positions and roles for visual sensemaking. Students will learn visual techniques to translate complex topics into models, diagrams and frameworks as an effective means of taming wicked content into a knowable, sharable conception of a topic. This skill is increasingly important as many problems are ones that involve large-scale problem definition.

HER-V 513 Design Methods for Framing Problems (3 cr.)

This course discusses how to become a better strategic thinker, preparing you to be able to frame complex, ill-defined problems. It is case study based, so each of you bring a problem from your field that becomes material for you and your peers to apply course concepts and methods. By contributing a case study, you help your classmates shift the focus away from the disciplinary content knowledge to the transferrable skills reasoning

process for innovation, rigorous formulation of problem statements, and insight translation, that allows you and your peers to develop an ability for strategic and insightful problem solving. It is an objective of the course that you learn how to leverage these transferrable skills to approach problems in areas you know little about.

HER-V 520 Collaborative Action Research in Design II (3 cr.) Studio. Application and integration of theory, methods and skills for designing as a cross-disciplinary collaborative process for innovation. Focusing on analytical techniques including mapping challenges to support the problem defining phase of a methodology for formulating problems/opportunities, formulating solutions and implementing solutions. Team approach to translational action research.

HER-V 521 Methods for Design Analysis (1.5 cr.) Methods. Application and integration of theory, methods and skills for design analysis in the context of cross-disciplinary collaborative process for innovation. Identifying patterns and framing insights. Emphasis on defining problems in fuzzy situations. Surveying, performing and evaluating design analysis methodologies from multiple disciplinary perspectives. Techniques include challenge mapping and card sorting.

HER-V 521 Methods for Design Analysis (1.5 cr.) Methods. Application and integration of theory, methods and skills for design analysis in the context of cross-disciplinary collaborative process for innovation. Identifying patterns and framing insights. Emphasis on defining problems in fuzzy situations. Surveying, performing and evaluating design analysis methodologies from multiple disciplinary perspectives. Techniques include challenge mapping and card sorting.

HER-V 523 Design Methods for Prototyping (3 cr.) In contrast with the general perception of prototype that is often thought of as coming at the end of product development process, this course views prototyping as a methodical approach for collective decision making in collaborative problem solving process. Prototyping, as a mean for tangible communication, applies throughout the process from initial research to storytelling, to concept generation, and lastly to refine and improve a selected direction. The course introduces prototyping methods for representing various types of process outputs such as user experience, ideas, and concepts.

HER-V 530 COLLABRTV ACTN RSRCH IN DSGN 3 (1-6 cr.) Application and integration of theory, methods and skills for designing as a cross-disciplinary collaborative process for innovation. Focusing on techniques for synthesizing design research to support the idea finding phase of a methodology for formulating problems/opportunities, formulation solutions and implanting solutions. Team approach to translation action research.

HER-V 531 Design Methods for Design Synthesis (1.5 cr.) Application and integration of theory, methods and skills for design synthesis in the context of a cross-disciplinary collaborative process for innovation. Emphasizing divergent thinking, active deferral of judgment and ideation. Surveying, performing and evaluation design synthesis methods for exploring and

conceiving plans. Techniques include lateral thinking, brainstorming and synetics.

HER-V 540 COLLABRTV ACTN RSRCH IN DSGN 4 (6 cr.) Studio. Application and integration of theory, methods and skills for designing as a cross-disciplinary collaborative process for innovation. Focusing on techniques for evaluating proposals to support the optimizing and implementing phases of a methodology for formulating problems/opportunities, formulating solutions and implementing solutions. Team approach to translational action research.

HER-V 541 Methods for Design Evaluation (1.5 cr.) Methods. Application and integration of theory, methods, and skills for design evaluation, optimization and implementation in the context of a cross-disciplinary collaborative process for innovation. Emphasizing techniques to support decision-making. Surveying, performing, and comparing design evaluation and implementation tools including user studies, criteria grids, paired comparison analysis and action planning.

HER-V 601 Design Leadership (1.5 cr.) This seminar will focus on examining and developing an understanding and perspective of the current landscape of Design Leadership, through the lens of Design Facilitation.

HER-V 602 Design Management (1.5 cr.) A seminar focused on contemporary design management. Students will review case studies of management in various design contexts and establish their own vision of what it means to lead in or through design.

HER-V 650 Design Facilitation (3 cr.) A studio-based course where students apply their knowledge of design to the area of leadership through facilitation. This course will prepare you to master the practice of Research Facilitation and Design Facilitation.

HER-V 660 Collaborative Action Research in Design 6 (1.5 cr.) Studio. Initiating intermediate application and synthesis of Design Leadership. During this course, students further develop and apply their skills for design leadership by facilitating cross-disciplinary, collaborative design projects.

HER-V 670 Collaborative Action Research in Design 7 (1.5 cr.) Studio. Mastering advanced application and synthesis of Design Leadership. During this course, students further develop and apply their skills for design leadership by facilitating cross-disciplinary, collaborative design projects.

HER-V 680 Collaborative Action Research in Design 8 (1.5 cr.) Studio. Evaluating mastery of advanced Design Leadership. During this course, students evaluate their skills for design leadership by conducting critical reflection on experiences and learning from the facilitation of cross-disciplinary, collaborative design projects.

HER-V 690 Thesis writing 1 (3 cr.) Studio. Introduction to the theory, methods and skills for developing and framing a researchable question. Focusing

on techniques for analysis and synthesis of concepts and theories into a clear and actionable research question including a comprehensive literature review that supports the question.

HER-V 691 Thesis Preparation (3 cr.)

The purpose of this course is to prepare students to conduct a design research project. The course covers the theory, methods, and strategies for developing a research project plan. Students will produce a concise project plan that includes a clear methodology and research design.

HER-V 692 Thesis Writing (3 cr.)

This course prepares students to produce a thesis. The course, paired with V 693, covers the theory, methods, and skills for assessing project outcomes. Students will learn how to analyze design activities, synthesize findings, and frame evidence and results to discuss their research in written and oral forms.

HER-V 693 Thesis Project (1-9 cr.)

A studio centered around enacting individual thesis projects. Activities include conducting action research, developing design artifacts through an iterative process, and performing methods of data analysis.

HER-V 694 Taking Your Research Public (3 cr.)

A studio-based course where students collect, exhibit, and distribute their thesis scholarship for different publics.

Music and Arts Technology

MUS-A 500 Music Technology Graduate Seminar (0 cr.)

The Music Technology Graduate Seminar is a zero (0) credit hour graduate course consisting of 15 weekly seminars by the Department of Music and Arts Technology and other engineering and technology faculty at IUPUI, researchers from local and national academia, representatives from industry, and peer graduate students in the MAT. Seminars introduce MAT graduate students to a variety of music technology related topics in academic and industrial research. Presenters will pose research questions, scientific methodologies, and technological advancements in music technology and related fields.

Presentations and discussions will assist students in developing and refining critical thinking and technical presentation skills.

MUS-A 505 Applied Acoustics (3 cr.)

the one-semester long graduate course will cover various topics of acoustics, relevant to technical applications for the arts, music technology, and physical spaces. These subject areas include fundamentals of waves and acoustics, acoustic metrics, wave interactions, modal analysis, architectural acoustics, and noise control methods.

MUS-A 540 Music Engineering Technology (3 cr.)

This course provides a technical approach of engineering concepts of music technology. Topics include digital audio concepts, audio signal processing, synthesis, and electroacoustic design of audio devices, while utilizing programming. Students will develop a quantitative understanding of music engineering methods and

investigate current technologies and their effects on music technologists.

MUS-N 512 Foundations of Sound Production (3 cr.)

P: Consent of instructor. This course explores how musical sound is produced. Fundamentals of the physics of sound will provide the technical foundation to explore musical applications. The course will cover the varying families of musical instruments, tuning and temperament, and human hearing while also introducing aspects of audio programming to reinforce theoretical concepts.

MUS-N 513 Principles of Music Technology (3 cr.)

Explores underlying technologies of systems within the music and media field from a computational perspective by utilizing software programming tools and techniques to create and build interactive systems within these domains.

The Max programming environment is the current format for application designs in the course.

MUS-N 514 Music Technology Methods (3 cr.)

P: Consent of instructor. This course is designed to provide a functional, conceptual, and philosophical overview of graduate level music technology. Students will evaluate and analyze software, hardware, and related technology applications. Additionally, students will compare and critique these concepts and tools as they relate to the field of music technology.

MUS-N 515 Multimedia Design Application in the Arts (3 cr.)

P: Consent of instructor. Addresses the usability and human factor principles of multimedia digital product design in the arts. Topics include cognitive frameworks, design patterns, user research, usability evaluation, and performance analysis. Students will apply the various cognitive theories and design principles in the creation software applications to be employed in the arts.

MUS-N 516 Advanced Interactive Design Applications in the Arts (3 cr.)

P: MUS-N 515 or consent of instructor. Incorporates extensive analysis and use of computer and multimedia authoring tools intended for specific educational applications. Project management and programming team organization; media management and selection criteria for digital arts media development; task analysis and instructional sequencing applied to training and instruction; and assessment modeling and feedback schedules are examined.

MUS-N 517 Internship in Arts Technology (3 cr.)

P: MUS-N 516 or consent of instructor. An internship for students to work with experts in arts technology fields who are using new applications in commercial and educational settings. Requirements include the development of a technology project proposal; interview, resume, and project presentation; on-site intern residency; project report; an oral and media presentation of the project.

MUS-N 518 Music and Arts Technology Directed MS Project (3 cr.)

P: Consent of instructor. A music and arts technology-focused project commensurate with the course load. Instructor and student will work together to develop a multi-layered project. Requirements include project research and/or development of project, final report, and presentation.

MUS-N 519 Digital Sound Design for Multimedia I (3 cr.)

P: N514, or consent of instructor. Music composition and multimedia applications of MIDI systems

and Digital Audio Workstations. Analog, digital, and software-based synthesis, and exploration of multi-track MIDI and digital recording.

MUS-N 520 Digital Sound Design for Multimedia II (3 cr.) P: MUS-N 519, or consent of instructor. Advanced applications of MIDI and next-generation sound file formats for producing soundtracks, multimedia events, and collaborative composition over the Internet.

MUS-N 521 Research Methods in Music and Multimedia (3 cr.) P: Consent of instructor. Introduction to the underlying principles and concepts of technology-based studies in the arts. Techniques of educational research, including integration of scientific methodology, descriptive, and inferential methods, and multimedia instrumentation in project development.

MUS-N 522 Techniques for Music Performance, Teaching, and Production at a Distance (3 cr.) P: Consent of instructor. Electronic tools for music performance, teaching, and production at a distance. Website and Internet resources including video conferencing, digital editing, and compression of video and sound wave formats. Group and individual assignments for on-line music presentations.

MUS-N 523 Historical Foundations of Music Technology (3 cr.) This course analyzes and evaluates concepts, events, designs, and creative works that have served as catalysts in the progression of music technology over time. Through the study of the past, the class will develop rationales for new and emerging technologies that relate to the expression of music today and looking towards the future.

MUS-N 525 Techniques of Interactive Performances (1-3 cr.) P: Consent of instructor. Techniques of Interactive Performance prepares public presentations that highlight the current underlying principles and concepts of computer music, live media, interdisciplinary, and interactive performance systems. Areas covered will include electro-acoustic music (with instruments, microphones, and computer processing), laptop music, live media manipulation, created instruments, machine learning, telematics, and networks, among others. The group generally works together with an outside group from another discipline in order to cross-synthesize the artistic realizations of each performance. Each semester the ensemble engages a project that draws on the multi-disciplinary skill set from the enrolled students.

MUS-N 526 Synthesizers and Controllers (3 cr.) Synthesizers and Controllers addresses underlying principles of analog and digital synthesizer technology. Topics covered include voltage control, additive synthesis, FM, wavetables, and MIDI. The course will also examine various types of controller technology frequently used in computer music creation and performance.

MUS-N 527 Advanced Digital Music Systems (3 cr.) Music Systems addresses underlying principles of digital audio processing, together with related control systems for live music performance, production, and installations. They will work with software to create music scenarios of their own design. Students will also program music software and will design a large-scale music system.

MUS-N 530 Philosophy and Theory in Music Therapy (3 cr.) P: Consent of instructor. Philosophical and theoretical foundations of the use of music in and as therapy. Student explore multiple schools of philosophical thought related to the concepts of health, wellness, being human, and values in the therapeutic process.

MUS-N 531 Music Therapy Quantitative and Qualitative Research (3 cr.) P: Consent of instructor. Applications of scientific methodology to music therapy theory and practice. Philosophical differences between qualitative and quantitative research paradigms, integration of theoretical concepts and practice standards with scientifically-sound research proposals.

MUS-N 532 Music in Medicine (3 cr.) P: Consent of instructor. The focus of this course is the evidence-based application of music in medical settings to facilitate symptom relief and improve the health and well-being of clients. Students will critique the scientific, theoretical, and empirical basis for music interventions.

MUS-N 533 Advanced Clinical Techniques in Music Therapy (3 cr.) P: Consent of instructor. This course is designed to develop advanced level protocol delivery and data collection skills. Students will develop and carry out music therapy protocol and provide a written theoretical rationale and critique of the protocol's effectiveness. This class serves as a graduate clinical practicum. Students will engage in weekly supervision.

MUS-N 534 Introduction to Arts Based Research (3 cr.) An overview of Arts Based Research (ABR) methodologies including a critical look at the history of ABR and the many indigenous ways of knowing that preceded (and exist alongside) its creation, as well as distinguishing ABR from other forms of arts informed qualitative work.

MUS-N 600 Thesis in Music Therapy (1-6 cr.) Research thesis for M.S. in Music Therapy and M.S. in Music Technology.

MUS-N 899 Music and Arts Technology Dissertation (1-9 cr.)

Visual Art Ceramics

HER-C 510 Studio Emphasis: Materials and Methods in Ceramics (6 cr.) P: Visual Art MFA student or Department Consent. Introductory graduate course in the materials, methodologies, and general concepts used in ceramics and related objects.

HER-C 520 Studio Emphasis II: Theory into Practice in Ceramics (6 cr.) P: HER-C 510; Visual Art MFA student or department consent. Graduate level course in the integration of studio practices in ceramics within the context of professional engagement.

HER-C 560 Studio Emphasis III: Advance Practices in Ceramics (6-9 cr.) Advanced graduate course in the exploration of ceramics, including studio practices and professional development.

Furniture Design

HER-Q 510 Studio Emphasis I: Materials and Methods in Furniture Design (6 cr.) P: M.F.A. student or consent of instructor. Introductory graduate course in the materials,

methodologies, and general concepts used in the designing and making of furniture and related objects.

HER-Q 520 Studio Emphasis II: Theory into Practice in Furniture Design (6 cr.) P: Studio Emphasis I: Furniture Design. Study of designing and making studio furniture within the context of professional practice.

HER-Q 560 Studio Emphasis III: Advanced Practices in Furniture Design (6 cr.) P: Studio Emphasis II: Furniture Design. Study of advanced concepts and practices in designing and making furniture and related objects.

Painting

HER-P 510 Studio Emphasis I: Materials and Methods in Painting and Drawing (6-9 cr.) P: MFA student or consent of instructor. Introductory graduate course in the exploration of traditional and contemporary materials, methodologies, and concepts used in Painting and Drawing.

HER-P 520 Studio Emphasis II: Theory into Practice in Painting and Drawing (6 cr.) P: MFA student or consent of instructor. Graduate level course in the integration of studio practices in painting and drawing within the context of professional engagement.

HER-P 560 Studio Emphasis III: Advanced Practices in Painting and Drawing (6 cr.) P: MFA student or consent of instructor. This course is designed to build on the knowledge and experience of the previous two semesters. In this course, students should demonstrate a well-developed understanding of the objectives and direction they will pursue for their thesis exhibition. Students should have developed an original, independent and intensive studio practice. Their work should show a fluent control of technical and formal issues relevant to their approach. A high level of research and experimentation will continue in consultation with their instructors and peers. The students' primary focus is now directed toward building a cohesive, personal and professional body of work.

Photography

HER-K 510 Studio Emphasis I: Photography and Intermedia (6-9 cr.) P: MFA student or consent of instructor.

Introductory graduate course in the exploration of traditional and contemporary materials, methodologies, and concepts used in photography and intermedia.

HER-K 520 Studio Emphasis II: Photography & Intermedia (6-9 cr.) Graduate level course in the integration of studio practices in photography and intermedia within the context of professional engagement.

HER-K 560 Studio Emphasis III: Photography & Intermedia (6-9 cr.) Advanced graduate course in the exploration of photography and intermedia, including studio practices and professional development.

Printmaking

HER-G 510 Studio Emphasis I: Materials and Methods in Printmaking (6 cr.) P: M.F.A. student or consent of instructor. Introductory graduate course in the exploration of traditional and contemporary materials, methodologies, and concepts used in printmaking.

HER-G 520 Studio Emphasis II: Theory into Practice in Printmaking (6 cr.) P: Studio Emphasis I: Printmaking. Study of the integration of studio practices in printmaking within the context of professional engagement.

HER-G 560 Studio Emphasis III: Advanced Practices in Printmaking (6 cr.) P: Studio Emphasis II: Printmaking. Advanced exploration of printmaking, including studio practices and professional development.

Sculpture

HER-S 510 Studio Emphasis I: Materials and Methods in Sculpture (6-9 cr. cr.) P: M.F.A. student or consent of instructor. Introductory graduate course in the materials, methodologies, and general concepts used in the designing and making of contemporary sculpture.

HER-S 520 Studio Emphasis II: Theory into Practice in Sculpture (6-9 cr. cr.) P: Studio Emphasis I: Sculpture. Advanced exploration of sculpture, including studio practices, professional development, and concerns about site and context.

HER-S 560 Studio Emphasis III: Advanced Practices in Sculpture (6-9 cr. cr.) P: Studio Emphasis II: Sculpture. Study of advanced concepts and practices in designing and making contemporary sculpture.

Art Therapy

HER-T 200 Introduction to Art Therapy (3 cr.) The purpose of this course is to introduce students to the profession of art therapy. Students will learn the definition of art therapy, how and where it is practiced, with whom, and why. Students will explore the interface between art and various theories of psychotherapy and will begin to understand the relationship between the creative process and the unconscious. Students will see how art therapy is used to visually communicate thoughts, feelings, emotions and inner conflicts in the effort to understand self and other. Students will be exposed to first hand experience of the creative process as both a form of visual expression and as a therapeutic tool. Didactic and experiential methods of teaching, along with field trips and guest lectures, will provide the teaching mechanisms for this course.

Music and Arts Technology

MUS-A 107 Music Technology Fundamentals (3 cr.) Course serves as an introduction to concepts and functions of software/hardware technologies common to contemporary music composition, performance, and audio engineering. Areas to be covered include analog/digital signal flow, basics of a digital audio workstation software, elements of a studio listening environment, utilizing audio files and MIDI data, and analog/digital hardware for sound and data input/output.

MUS-A 130 Music Theory and History I (3 cr.) P: MUS-Z111 (minimum grade of B) or placement test. This course covers fundamental concepts of music theory, style, and historical contexts. Investigate music, from major historical precedents to contemporary aesthetics. Topics include acoustic sound principles and proficiency with pitch, rhythm, and harmony in varied stylistic and cultural genres.

MUS-A 131 Aural Skills (2 cr.) P: MUS-Z 111 (minimum grade of B) or placement test. This course teaches functional skills for identification and demonstration

of harmonic, melodic, and rhythmic function in tonal music. Course content will include singing solfege, pitch and rhythmic identification/dictation, and rhythmic demonstration.

MUS-A 132 Music Technology Lab I (3 cr.) P: MUS-A 107 (minimum grade of B) or placement test. Technology Lab 1 serves as a comprehensive introduction to concepts, theories, practices, and technologies that comprise the core of music technology today. Background and historical context will be covered. Topics will include acoustics and psycho-acoustics, analog and digital audio, MIDI, and notation software.

MUS-A 140 Music Theory and History II (3 cr.) P: MUS-A 130 (minimum grade of C) or placement test. By the conclusion of Theory and History 2, outcomes expected of students include comprehension of 1) common practice interactions between triad-based tonal harmonic functions, 2) four part-chorale style voice-leading in the context of classical era music, 3) standard melodic practices as both chord tones and non-chord tones, 4) extensions of the triad with a chord seventh, 5) chromatically altered harmonic function, and 6) the harmonic analysis of tonal music.

MUS-A 141 Keyboard and Controllers (3 cr.) P: MUS-A 130 (minimum grade of C) and MUS-A 132 (minimum grade of C). This course is designed to teach various keyboard and MIDI controller skills required of music technology majors. Skills covered include basic rudiments of piano playing, major and minor five-finger patterns, basic triads and simple chord progressions, major and minor scales, reading and playing a variety of repertoire (treble and bass clef - hands together), basic controller playing, and basic improvisation and harmonization.

MUS-A 142 Music Technology Lab II (3 cr.) P: MUS-A 132 (minimum grade of C) or department consent. Music Technology Lab 2 provides a broad introduction to technology used in historical and modern recording practices. Students gain hands-on experience to reinforce conceptual understandings of recording technology today. Concepts include analog recording, digital recording, Digital Audio Workstations, microphones, studio design and setup, signal flow and routing, mixing, and mastering.

MUS-A 200 Music Technology (Applied) (1-2 cr.) P: Consent of Instructor. Music Majors only. This course consists of private lessons, 30 minutes (1 cr) or 50 minutes (2 cr) each week, focused on developing musical and accurate performance practices with music technology as the primary instrument.

MUS-A 209 DiEnsemble (Destructive/Inventive Systems Ensemble (1 cr.)) P: Departmental consent required. This ensemble uses improvisatory hardware and software hacking techniques as an approach to music making. By finding novel solutions to musical performance problems, students cultivate an attitude of creative freedom. Students experiment with improvisation, circuit-bending and destructive/creative instrument design while crafting a performance of live works.

MUS-A 214 Music and Sound for Games (3 cr.) P: MUS-A 132 or Permission of Instructor. Creation and implementation of music, sound effects, and dialogue assets into standard game engine software. Students compose scores and audio effects and learn basic

scripting and coding applications used to build audio and music assets with digital audio workstations, middleware, and game design.

MUS-A 231 Musicianship Skills 3 (2 cr.) P: MUS-A 132 (minimum grade of C). In this course students will focus on developing a) practical and aural skills in technical listening with respect to quantitative audio features, b) fundamental theoretical understanding of common audio effects, c) vocabulary and communication skills for the discussion of sound quality, and d) an understanding of audio components and signal flow.

MUS-A 232 Music Technology Lab III (3 cr.) P: MUS-A 142 (minimum grade of C). A232 provides learning and hands-on experience of audio circuits and related technologies used in music technology. The curriculum builds upon introductory-level content of MUS-A 142 by investigating fundamentals music engineering principles and evaluation techniques. These advanced studies fulfill core concepts, requisite knowledge, and techniques employed throughout all MAT music technology courses.

MUS-A 235 Electro-Acoustic Ensemble (1 cr.) A student ensemble for acquiring musical and technological skills in live performance when integrating electronic and acoustic instrument sound sources. Students may be assigned as a performer, audio engineer, creator, or any combination of these roles. Students must possess collegiate level musicianship and performance skills on an acoustic or electronic instrument.

MUS-A 240 Music Theory and History IV (3 cr.) P: MUS-A 140 (minimum grade of C). Music Theory and History 4 is the fourth component in a four-semester, comprehensive sequence in music theory and history. Course topics include the breakdown of tonality in the late 19th century, new musical developments in the 20th century and important musical trends after WW II.

MUS-A 241 Ear Training for Music Technology (2 cr.) P: MUS-A 231 (minimum grade of C). This class focuses on the development of ear training skills specific to sound design in music technology. By the completion of the semester, students should be able to demonstrate a proficient knowledge in areas including aural identification of wave forms, basic acoustics theory and aural identification of digital processes.

MUS-A 242 Music Technology Lab IV (3 cr.) P: MUS-A 142 (minimum grade of C). This course introduces fundamental aspects of integrating musical performance with visual communication through two primary methods of audience delivery, recorded content and live experience. Topics include video production, graphic design, technical A/V setup, signal flow, digital/analog interface, DMX, lighting design, composition, post production, and generative graphics.

MUS-A 307 Autonomous Music Systems (3 cr.) P: MUS-A 142 or instructor approval. This course introduces intersections of music and A.I. course topics, combining machine learning, artificial intelligence, data management, and automation with musical concepts of modes, harmonies, rhythms, dynamics, and style practice. Students will build musical working digital systems via computer programming environments, culminating in autonomously generated music for live performance.

MUS-A 308 Applied Acoustics (3 cr.) P: MUS-A 142 or instructor approval. This course will cover various topics of acoustics relevant to technical applications for the arts, music technology, and physical spaces. These subject areas include fundamentals of waves and acoustics, acoustic metrics, wave interactions, modal analysis, architectural acoustics, and noise control methods.

MUS-B 110 Horn Elective/Secondary (1-2 cr.)

P: Consent of instructor. Private French horn lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Interview/audition required.

MUS-B 120 Trumpet/Cornet Elective/Secondary (1-2 cr.)

P: Consent of instructor. Private trumpet/cornet lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Interview/audition required.

MUS-B 130 Trombone Elective/Secondary (1-2 cr.)

P: Consent of instructor. Private trombone lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Interview/audition required.

MUS-B 200 Horn (1-2 cr.) P: Consent of instructor. Music majors only. Private French horn lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-B 220 Trumpet and Cornet (1-2 cr.) P: Consent of instructor. Music majors only. Private trumpet and cornet lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-B 230 Trombone (1-2 cr.) P: Consent of instructor. Music majors only. Private trombone lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Student must provide instrument.

MUS-B 250 Tuba (1-2 cr.) P: Consent of instructor. Music majors only. Private tuba lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Student must provide instrument.

MUS-D 100 Percussion Elective/Secondary (1-2 cr.)

P: Consent of instructor. Individual percussion lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Interview/audition required.

MUS-D 200 Percussion Instruments (1-2 cr.)

P: Consent of instructor. Music majors only. Private percussion lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-E 241 Introduction to Music Fundamentals (3 cr.)

Learn the basics of music reading, rhythm games, singing, keyboard skills, children's songs, and use of classroom instruments. Designed for, but not limited to, elementary education majors and others interested in using music as a learning tool.

MUS-F 451 Chamber Ensemble (1 cr.) This is a performance class, designed to further skills on each individual instrument, learn diverse styles of music, and work in a group setting. Private coaching will be offered and a performance will be scheduled for the end of the semester. Advanced musicians are encouraged. The following instruments may be included in this course:

Flute, oboe, bassoon, clarinet, strings, guitar, piano, French horn, and voice. Performance at the end of the semester is required.

MUS-L 100 Guitar Elective/Secondary (1-2 cr.)

P: Consent of instructor. Private guitar lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Interview/audition required.

MUS-L 101 Beginning Guitar Class (2 cr.) This course is intended as an introduction to popular guitar styles and techniques by building rudimentary guitar playing skills: basic open and bar chords, learning how to read tabs and music, and learning basic finger style. No previous experience is required.

MUS-L 102 Intermediate Guitar Class (2 cr.) P: MUS-L 101 or instructor approval. Builds on knowledge learned in MUS-L101; ability to reach chord notation, rhythms, and music notation necessary; acoustic guitar required for class and practice.

MUS-L 103 Advanced Guitar Class (2 cr.) P: MUS-L 101 or consent of instructor. Study of advanced techniques, including open tunings and slide guitar. A section for classical guitar is also available under this number.

MUS-L 153 Introduction to Music Therapy (3 cr.)

Introduction to the influences of music on behavior, the healing properties of music, the use of music therapy with a variety of populations and the development of the music therapy profession. Includes an introduction to the clinical process and music therapy procedures as well as participation in experiential activities.

MUS-L 200 Guitar (1-2 cr.) P: Consent of instructor. Music majors only. Private guitar lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-L 253 Music Therapy Observation Practicum (1 cr.)

P/C: MUS-L 153. Observation of professional music therapy sessions in a variety of settings with client populations of varying needs.

MUS-L 254 Music Therapy Practicum I (1 cr.)

P: MUS-L 253 and MUS-X 298. Students work with a board-certified music therapist providing services with music therapy clients in the community. Field experiences focus on the establishment of rapport and application of music experiences in clinical settings. Includes at least one clinical hour and attendance at a weekly seminar. May be repeated.

MUS-L 340 Music Therapy in Health Care (3 cr.)

P: L153. Study of music therapy methods and materials commonly used in assessment and treatment with adults and children in healthcare settings. Emphasis is placed on bio-psycho-social-spiritual issues of patients in healthcare. Discussion of healthcare access and healthcare disparities are explored, and how to address those issues as they affect music therapy clinical practice.

MUS-L 353 Music Therapy Practicum II (1 cr.)

P: MUS-L 254. Students will work with a board-certified music therapist to provide services with music therapy clients. Students co-lead and/or lead clinical sessions focused on the implementation of music therapy assessments.

Includes clinical hours and attendance at weekly seminar. May be repeated.

MUS-L 354 Music Therapy Practicum III (1 cr.) P: L 35300. Students provide music therapy services to a group of clients in a local agency with an emphasis on assessment, treatment, planning, and evaluation. Involves three or more hours per week and attendance at a weekly seminar. Liability insurance required. May be repeated.

MUS-L 354 Music Therapy Practicum III (1 cr.) P: MUS-L 353. Students work with a board-certified music therapist to provide services with music therapy clients with an emphasis on the process of assessment, treatment, and evaluation. Includes at least two clinical hours per week and attendance at a weekly seminar. May be repeated.

MUS-L 370 Clinical Reasoning in Music Therapy (3 cr.) P: MUS-L 153. Introduction to the concepts and practice of critical thinking, clinical reasoning, and clinical judgment within the field of music therapy. The course uses lecture and case-based learning units to engage students in evidence-based practice and clinical reasoning within the context of music therapy treatment planning in behavioral health.

MUS-L 410 Administrative and Professional Issues in Music Therapy (2 cr.) P: MUS-L 340 and MUS-L 420. Study of government and professional guidelines that influence music therapy services and documentation practice. Includes development of administrative skills such as proposal writing, public relations, budgeting, staff relationships, interviewing, program development, conflict resolution and professional standards and ethics. Emphasis is placed on government relations and issues of advocacy.

MUS-L 415 Music Therapy Technology Lab (2 cr.) P: MUS-A 132. Application of previously gained knowledge of music technology (hardware and software) to the field of music therapy. The course includes exploration of current technologies used in music therapy settings and issues of cyber security related to technology in healthcare.

MUS-L 418 Psychology of Music (3 cr.) An in-depth study of the psychological foundations of music behavior including human response to music, music preference and ability; psychoacoustical parameters; and an exploration of the question, "Why are humans musical?" Overview of music psychology research, and the scientific method, and research techniques. Offered online.

MUS-L 419 Introduction to Music Therapy Research Methods (3 cr.) P: L418. Overview and implementation of research methods, statistics and techniques applied to psychology of music principles. Includes research ethics training and the completion of experimental project related to psychology of music or musical behaviors.

MUS-L 420 Clinical Processes in Music Therapy (3 cr.) P: Consent of instructor. Overview of the music therapy treatment process. Special emphasis placed the treatment process within behavioral health settings. This course includes an in-depth exploration and discussion of cultural competence and social justice within the context of music therapy assessment, treatment planning, treatment implementation, evaluation, and discharge.

MUS-L 421 Music Therapy Practicum IV (1 cr.) P: MUS-L 353 and consent of instructor. Students work with a board-certified music therapist to provide services with clients focusing on the process of treatment from assessment through evaluation and the development of therapeutic self. Involves clinical hours and attendance at weekly seminar. May be repeated.

MUS-L 422 Theoretical Foundations of Music Therapy (3 cr.) P: MUS-L420. Study of music therapy theory, including underlying philosophies, imported and indigenous schools of thought, and related methods of clinical practice. Students will develop a personal philosophy of music therapy.

MUS-L 424 Music Therapy Internship (2 cr.) P: Consent of director of music therapy. All previous course work must be complete before beginning the internship. A six-month internship completed under the supervision of a Board-Certified Music Therapist at an AMTA approved clinical site or an affiliated site after the completion of degree course work. This course must be completed within two years of all academic work. Liability insurance required.

MUS-M 174 Music for the Listener (3 cr.) A survey course covering traditional and modern music styles of the last 1,000 years. Learn how to listen to music, instruments, and musical forms. No prior music experience required. Offered on campus and through the Web.

MUS-M 340 History of Electronic Music (3 cr.) P: MUS-A 132 (minimum grade of C). This course will give the student an understanding of the history of electronic and experimental music and how it relates to the music of the today. Students will learn the most significant works realized through computers and other electronic devices from the middle of this century through the present. The purpose of this course is to give an introduction to the history, styles, techniques, and composers of the genre. Topics will include musique concrete, MIDI, tape compositions, synthesizers, waveforms, electronic musical instruments and devices, electronic musical genres, and computer music.

MUS-M 394 Survey of African American Music (3 cr.) A survey and exploration of black music from its African origins to the present, with special emphasis on its social, economic, and political impact.

MUS-N 310 Music Technology I (3 cr.) P: MUS-A 232 (minimum grade of C). This course is an introduction to the theory and practice of electronic sound synthesis and signal processing. Graphic programming languages taught during this course are intended to provide knowledge and appreciation of the broad genre of computer music, as well as practical understanding of fundamental techniques used in digital signal processing (DSP). Essays written by pioneering composers, theorists and philosophers in the field fuel in-class discussions and provide context to the techniques practiced throughout the semester. In addition, this course will offer many real-world examples of the use of computer music synthesis in academic and popular music, as well as the music technology industry. Topics include audio software development, simple interactive systems, and custom audio plug-ins.

MUS-N 320 Music Technology II (3 cr.) P: MUS-N 310 (minimum grade of C). This course is an overview

of the theory and practice of audio/visual digital signal processing and multimedia art. Classes of software utilized in this course include graphic programming languages, DAW's, and live musical performance software. This collection of software is meant to provide a practical understanding of fundamental techniques used in digital signal processing (DSP). In addition, this course will offer examples of use of real-time digital signal processing in academic and popular music, as well as the music technology industry. Topics include audio software development, integration of audio and video in a single system, real-time audio/visual DSP, incorporating external controllers, and simple interactive systems.

MUS-N 350 Clinical Improvisation (3 cr.) P: MUS-L 153 and MUS-U 410. Introduce to the types of instruments typically used in music therapy clinical improvisation, gain leadership skills in leading both pitched and unpitched improvisation interventions, and learn how to process the emotional, physical and psychological experiences associated with improvisational interventions.

MUS-N 410 Music Technology III (3 cr.) P: MUS-N 310 (minimum grade of C). This course is an advanced study of music and arts technology through exploration and understanding of new interfaces and instruments. Students must have familiarity with concepts of graphic programming, DAWs, and live musical performance software, which will be employed heavily throughout this course. Through this course students will develop a practical understanding of digital signal processing, experimental hardware interfaces, professional web design, electronic portfolios and resumes. In addition, this course will prepare students to develop a proposal for experimental applications in selected technology areas, such as the final capstone project for the BSMT degree. Topics may include multimedia software development, real-time video processing, mobile interface design, integration of audio and video in a single system, custom stage lighting, experimental hardware and controller development.

MUS-N 450 BSMT Capstone (3 cr.) P: MUS-N 410 (minimum grade of C) and consent of instructor. BSMT majors only. The capstone project is fundamentally about music technology and makes an original creative statement or addition to the field. This can take the form of creating new music technology (such as new software or a new instrument), using technology to create new music, or formulating and creating a new way to use music technology. In all capstone work creativity and the development of new music and technology is at the core. The capstone project is an opportunity to research, design, and develop a unique and novel concept or work and will culminate in a final, juried presentation before peers and MAT faculty. Along with the presentation the capstone must include specific, tangible project outcomes, products, deliverables, or work. These are the artifacts that demonstrate the success of the capstone and serve to show expertise and accomplishment of the creator.

MUS-P 100 Piano Elective/Secondary (1-2 cr.)
P: Consent of instructor. Interview/audition required. Private piano lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-P 110 Beginning Piano Class 1 for Non-Music Majors (2 cr.) Learn keyboard and music reading skills;

must have access to out-of-class keyboard for practice. Classes meet in Piano lab. For students with no piano experience.

MUS-P 120 Beginning Piano Class 2 for Non-Music Majors (2 cr.) P: MUS-P 110 or permission of instructor. Builds on skills acquired in MUS-P 110.

MUS-P 200 Piano (1-2 cr.) P: Consent of instructor. Music majors only. Private piano lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-S 110 Violin Elective/Secondary (1-2 cr.)
P: Consent of instructor. Interview/audition required. Private violin lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-S 120 Viola Elective/Secondary (1-2 cr.)
P: Consent of instructor. Interview/audition required. Private viola lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-S 130 Cello Elective/Secondary (1-2 cr.)
P: Consent of instructor. Interview/audition required. Private cello lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-S 200 Violin (1-2 cr.) P: Consent of instructor. Music majors only. Private violin lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-S 220 Viola (1-2 cr.) P: Consent of instructor. Music majors only. Private viola lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-S 230 Cello (1-2 cr.) P: Consent of instructor. Music majors only. Private cello lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-U 355 Music and Exceptionalities (4 cr.)
P: MUS-L 153. Introduction to using therapeutic and recreational music interventions with individuals who have special needs. Includes development of skills in music conducting, planning and adapting music protocols for specific goals, sequencing and leading music experiences, and structuring experiences to facilitate participant success. Emphasis placed on music in special education, and music therapy with children and adults with developmental disabilities.

MUS-U 410 Creative Arts, Health & Wellness (2 cr.)
P or C: MUS-L 153 and MUS-L 253. Overview of the use of creative arts and action-oriented experiences throughout the lifespan. Involves the study of creativity and applications designed to facilitate healthy living practices, wellness, and personal growth from a humanistic perspective. Body mechanics and healthy movement are emphasized.

MUS-V 100 Voice Elective/Secondary (1-2 cr.)
P: Consent of instructor. Interview/audition required. Private voice lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-V 101 Voice Class 1 (2 cr.) Introductory aspects of voice, basic vocal techniques, and a wide variety of vocal

styles and literature; students perform solo and ensemble singing. No previous music experience required.

MUS-V 200 Voice (1-2 cr.) P: Consent of instructor. Music majors only. Private voice lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-W 110 Flute/Piccolo Elective/Secondary (1-2 cr.) P: Consent of instructor. Interview/audition required. Private flute/piccolo lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-W 120 Oboe/English horn Elective/Secondary (1-2 cr.) P: Consent of instructor. Interview/audition required. Private oboe/English horn lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-W 130 Clarinet Elective/Secondary (1-2 cr.) P: Consent of instructor. Interview/audition required. Private Clarinet lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-W 150 Saxophone Elective/Secondary (1-2 cr.) P: Consent of instructor. Interview/audition required. Private saxophone lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor.

MUS-W 200 Flute and Piccolo (1-2 cr.) P: Consent of instructor. Music majors only. Private flute and piccolo lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-W 230 Clarinet (1-2 cr.) P: Consent of instructor. Music majors only. Private clarinet lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-W 250 Saxophone (1-2 cr.) P: Consent of instructor. Music majors only. Private saxophone lessons, 30-50 minutes each week. Additional applied fee. Time scheduled with instructor. Students must provide instrument.

MUS-X 40 University Instrumental Ensembles (1 cr.) IUPUI Pep Band. The Pep Band is organized in the fall and performs at home basketball games in the spring. Open to all students who play a band instrument.

MUS-X 40 University Instrumental Ensembles (1 cr.) Admission is by interview only. Scottish Rite Orchestra. This ensemble will meet at the Scottish Rite Cathedral.

MUS-X 40 University Instrumental Ensembles (1 cr.) P: Consent of Instructor. Content Creator. This course is designed as Content Creator for Ensembles.

MUS-X 70 University Choral Ensembles (1 cr.) The following vocal ensembles are available: University Choir and IUPUI Singers.

MUS-X 298 Music Therapy Pre-Practicum Exam (0 cr.) P: or C: L253. Application to the IUPUI Music Therapy Practicum Program, permission of the director of music therapy, successful completion of a background check. A written application and oral examination of observation techniques, clinical music therapy skills, functional music, and accompaniment skills.

MUS-X 341 Guitar Ensemble (1 cr.) P: Consent of instructor. The mission of the IUPUI Guitar Ensemble is to bring together guitar players of all abilities and styles in a friendly, non-intimidating environment.

MUS-X 350 Jazz Ensemble (1 cr.) Performance of various jazz style practices, to include improvisation and varied ensemble instrumentations.

MUS-X 430 Electronic Music Ensemble (1 cr.) P: Consent of instructor. Course offers experiences in learning the world of electronic music techniques.

MUS-X 490 Percussion Music Ensemble (1 cr.) Course offers experiences in learning world percussion techniques. No instrument required.

MUS-Z 100 The Live Musical Performance (2 cr.) Examines the approach to attending live performances of music (large ensembles, chamber ensembles, solo recitals, and other multimedia performances). Students attend live performances and discuss music performances by genre to develop critical listening skills.

MUS-Z 105 Traditions in World Music (3 cr.) Explore the diversity of musical traditions found throughout the world by studying the various means of transmission, musical instruments, musical meaning, musical sound as well as the rituals, and myths commonly associated with an assortment of music cultures. No prior music experience required.

MUS-Z 111 Introduction to Music Theory (3 cr.) Recommended for singers, instrumentalists, and keyboard players. A study of fundamentals of the language and notation of music: listening, music reading and writing, and the elements of music as used in a variety of genres. Open to all students interested in a general background in music.

MUS-X 398 Upper Level Music Therapy Practicum Exam (0 cr.) C: MUS-L 353. Skills check designed to assure that students are musically prepared to begin.

MUS-Z 201 History of Rock 'n' Roll Music (3 cr.) Survey of major trends, styles, and genres of rock music of the 1950s and 1960s, focusing on the work of artists and groups who have proved to have the most enduring significance.

MUS-Z 204 Women Musicians (3 cr.) This class will explore the various roles women have played, and continue to play, in the world of music. Four distinct areas in which women engage are patronage, performance, composition, and education. Previous musical training is not required.

MUS-Z 206 Hip Hop Music (3 cr.) The purpose of this course is to familiarize students with basic history, styles, and trends in hip hop, with a focus on the music. Students will attain essential knowledge of artists, producers, and events critical to the development of hip hop as a culture.

MUS-Z 207 History of American Popular Music (3 cr.) This class examines the cultural content of music by defining Popular Music not Pop Music and by examining various decades of music in America from the early Native American music to the present day. It also delves into the changing technology climate of America from the 1860s

to the present day and the impact of this technology on popular music as seen in the music business.

MUS-Z 301 History of Rock Music—'70s and '80s (3 cr.) Survey of trends and styles in rock music of the '70s and '80s. Focuses on the artists and groups who have shaped the music of yesterday, today, and tomorrow.

MUS-Z 315 Music for Film (3 cr.) A survey of the music and sound of movie soundtracks. Class will feature film segments, which are analyzed to see how music textures, tempos, and structures affect the plot.

MUS-Z 317 Computer Music Composition I (3 cr.)
P: MUS-A 132 (minimum grade of C) and MUS-A 140 (minimum grade of C). Computer Music Composition covers multiple facets of composing music that include orchestration, musical notation, score creation and influential compositional techniques. During the course, students will compose music for a variety of instrumental combinations and musical styles. This course will also incorporate discussion and analysis of key musical master works. Students will investigate key aspects of harmony, formal structure, orchestration and compositional technique that contribute to the music's historical significance.

MUS-Z 320 Special Topics in Music (Variable Title) (3 cr.)

MUS-Z 325 Social Media and the Musician (3 cr.)
This course explores how web-based user-generated content can be leveraged by musicians to support their instructional and artistic goals. In particular, this course will include an overview of social media and will provide students with the opportunity to develop skills crucial to using social media tools. Students will explore podcasting, wikis, blogging, web-based video, cloud computing, social bookmarking, twitter, social networking and other emerging forms of social media. Furthermore, students will learn how to promote themselves and contribute to web communities using social media and investigate the legal implications of merging music and social media.

MUS-Z 340 Introduction to Music Business (3 cr.)
An introduction to the behind-the-scenes view of today's commercial music and entertainment industries. The course will include an overview of the various careers in the music industry.

MUS-Z 345 Music Business Marketing (3 cr.) A comprehensive and hands on approach to creating both a marketing, E-marketing and promotion campaign for music business. The emphasis will be on intelligent, innovative and successful marketing and promotion strategies in today's music industry. Professionals within the music industry will be occasional guest lecturers in the class.

MUS-Z 385 History of the Blues (3 cr.) Tells the story of the blues through the music of more than two hundred artists. Styles studied include Class Blues, Country Blues, Piedmont Blues, Holy Blues, White Blues, City Blues, Rhythm and Blues, Post WWII Country Blues, Chicago Blues, Urban Blues, Swamp Blues, British Blues, and Blues Rock.

MUS-Z 390 Jazz for Listeners (3 cr.) The course focuses on how to listen to jazz and what to listen for in jazz. In addition, students will survey and learn how to recognize various historical styles of jazz and major figures that

have contributed to the jazz tradition. Live examples and performances in and out of class are a regular part of classes.

MUS-Z 393 History of Jazz (3 cr.) This course is an exploration of the history of jazz with an examination of its roots, important genres and styles, historic recordings, key figures, and related materials.

MUS-Z 401 Music of the Beatles (3 cr.) An in-depth, song-by-song look at the music, lives, and times of the Beatles. The course focuses on the music and is aimed at heightening student listening skills as well as fostering a deeper appreciation for the Beatles' recordings.

MUS-Z 403 The Music of Jimi Hendrix (3 cr.) The music of Jimi Hendrix involves discussion of Hendrix's music, including influences and innovations. Also discussed is the impact of Jimi Hendrix on modern popular music.