Art and Design

artanddesign.siu.edu

COLLEGE OF LIBERAL ARTS

Graduate Faculty:


Abrahamson, Roy E., Associate Professor, Emeritus, Ed.D., Columbia University, 1965; 1965, Art Education.


Allen, Mont, Assistant Professor, Ph.D., University of California, Berkeley, 2014; 2014, Art History.

Archer, Richard, Associate Professor, Emeritus, M.S., Governor’s State University, 1979; 1986, Design.


Bernstein, Lawrence A., Associate Professor, Emeritus, M.F.A., Cranbrook Academy of Art, 1953; 1962, Drawing and Painting.

Bickel, Barbara, Associate Professor, Emerita, Ph.D., The University of British Columbia, 2008; Art Education.


Chalmers, Pattie, Associate Professor, M.F.A., University of Minnesota, 2001; 2006, Ceramics.


Fredrickson, Laurel, Assistant Professor, Ph.D., Duke University, 2007; 2014, Art History.

Gardle, Sally A., Associate Professor, Emerita, Ed.D., University of Illinois, Urbana-Champaign, 2004; 2005, Art Education.


Huang, Tao, Assistant Professor, Ph.D., Virginia Tech, 2007; 2015, Industrial Design and Communication Design.

Jansen, Travis, Assistant Professor, MFA, Arizona State University, Tempe, 2007; 2014, Printmaking.

Kim, Sun Kyoung, Associate Professor, M.F.A., University of Illinois, 2007; 2008, Metalsmithing.

Lee, Jiyong, Associate Professor, M.F.A., Rochester Institute of Technology, 2001; 2005, Glass.


Lopez, Alex, Associate Professor, M.F.A., Alfred University, 1998; 2006, 3-D foundations/sculpture.

Lopez, Robert Anthony, Associate Professor and Interim Director, M.F.A., University of Illinois, Urbana-Champaign, 2000; 2009, Industrial Design and Communication Design.


Monteith, Jerry, Professor, M.F.A., Cranbrook Academy of Art, 1978; 1990, Sculpture.

Onken, Michael O., Associate Professor, Emeritus, M.A., Northern Illinois University, 1966; 1968, Drawing and Painting.

Palmer, Erin L., Associate Professor, M.F.A., Yale University, 1993, Drawing and Painting.


Pease, Mark, Associate Professor, M.F.A., University of Pennsylvania, 2003; 2009, Digital Art.

Scott, Aaron, Associate Professor, M.F.A., Purdue University, 2008; 2009, Industrial Design and Communication Design.

Shang, Xuhong, Professor, M.F.A., Tyler School of Art, Temple University, 1992; 2008, Painting.


Sullivan, James E., Associate Professor, Emeritus, M.A., University of California, Los Angeles, 1965; 1969, Art History.


Youngblood, Michael, Associate Professor, Emeritus, Ph.D., University of Oregon, 1975; 1979, Art Education.


In all of its graduate studio programs, the School of Art and Design strives to maintain a vital, creative environment in which emerging artists with strong motivation may develop, through intensive studio practice and appropriate scholarly support, a clear, mature, and professional focus to their creative life. The core of any program is the in-depth studio practice of individual studio disciplines and frequent, sustained contact with working professional faculty and fellow students. This work is supported and extended through formal studio course work, studies in the history of art, and through access to the many resources and opportunities inherent in a large multi-purpose university.

M.F.A. Degree Program Description

The School of Art and Design offers graduate studies leading to the Master of Fine Arts degree with a major in art. The student is expected to select an area of emphasis among the following: 2D (Drawing, Painting and Printmaking) Ceramics, Design, Glass, Metals (Blacksmithing and Small Metals) or Sculpture. A program will be planned in consultation with the major professor in that area. Graduates are qualified to enter professional practice as artists or the field of higher education.

Admission

An undergraduate degree in art or art education, or the equivalent in coursework or experience if the undergraduate degree is in another discipline, is required for admission into the Master of Fine Arts degree program. The student must also submit transcripts of all previous undergraduate work, present a portfolio of digital images and submit letters of
recommendation.

Any exception to these requirements must be approved by the faculty in the studio arts and by the Director of the School of Art and Design.

This program requires a nonrefundable $65 application fee that must be submitted with the application for Admissions to Graduate Study in Art and Design. Applicants must pay this fee by credit card.

M.F.A. Degree

A minimum of 60 semester credit hours is required for the Master of Fine Arts degree with a major in art. All hours that are to count toward graduation must have the approval of the student’s major advisor in the studio area of emphasis. Students may emphasize the following areas in studio: drawing, painting, printmaking, sculpture, ceramics, glass, metalsmithing/blacksmithing, and design. The length of time required to complete a 60 semester-hour program is usually five–six semesters or three academic years. Most graduate students are in residence for at least four–six semesters. Programs of residency must have the approval of the student’s major advisor. Required hours are distributed as follows: 26 hours in the primary studio emphasis, 12 hours in art history or related subjects, six hours in thesis or terminal project work, and 16 hours of elective study of which nine hours must be in studio disciplines. The remaining hours may be elected from any area within the School of Art and Design or in the University at large.

In addition to the completion of coursework, all candidates for the M.F.A. degree must, during the last semester of academic work, present a graduate exhibition, present a terminal project or a written thesis, and pass an oral examination. The terminal project is a creative activity presented in lieu of the written thesis, and in practice, the graduate exhibition is considered to satisfy the terminal project requirement.

Graduate education in the studio areas of emphasis is expensive, and because of the individual nature of creative work, it is virtually impossible to predict the exact cost for each student. The School of Art and Design provides the faculty and the studio and shop facilities that are necessary to the programs offered, but all other costs, especially materials, that are considered necessary to the successful completion of a graduate program are borne by the student.

M.F.A. Design Concentration

The Master of Fine Arts with a concentration in Design prepares students in the fundamentals of design research, project management, and client-based interdisciplinary design collaborations. This program will afford MFA candidates with opportunities to work collaboratively with undergraduate art and design students, design faculty, and corporate sponsors in applying two and three dimensional design process theory, methods, tools, and skills in a team setting aimed at using design as an innovation change agent. This partnering will contribute to the candidates’ ability to cross boundaries of disciplines to be smarter and more creative thinkers that can result in entrepreneurial opportunities and a range of creative positions within industry. The thesis experience will include an interdisciplinary component, industry collaborator, plus development of a business plan.

Successful MFA candidates will have a range of career path options including, but not limited to: entrepreneurial brand/ product development; product/graphic/brand design consulting; teaching at the higher education level; product-service brand management; consulting design team/project management; company design team management; design innovation management; plus hybrid’s of these roles. Employment opportunities may also be linked to companies sponsoring thesis projects.

A minimum of 60 semester credit hours is required for this Master of Fine Arts degree concentration. Required hours are distributed as follows; 21 hours in primary studio emphasis, nine credit hours in art history or related subjects, nine hours in studio electives, nine hours in interdisciplinary electives, plus 12 credit hours in thesis, apportioned over two semesters.

Graduate Certificate in Art History

The certificate program in Art History will enable students to develop a broad knowledge of the history of art, become familiar with the discipline’s methodology, and acquire training in teaching art history. Graduate students will be able to pursue the certificate program either independently or concurrently with an MFA.

Students enrolled in the certificate program must maintain a GPA of no less than 3.0 in all coursework counting towards the certificate. Maximum time allowed to complete all requirements for the certificate is six years from the date of admission to the program.

Admission

Any student who has completed a bachelor’s degree is eligible to apply for admission to the certificate program. Students enrolled in the MFA program may enroll concurrently in the certificate program. They must apply for admission to the program before completing the “major part” of certificate work (50 percent of credit hours, or nine hours of art history coursework). Students seeking admission to the certificate program will be required to complete an application form and submit transcripts verifying completion of the bachelor’s degree. An application fee of $20 will be assessed to cover administrative costs.

Program Requirements

Students enrolled in the certificate program will be required to complete 18 credit hours of graduate level art history coursework. Of these, 3 credit hours will consist of AD 537, Teaching Practicum. No independent study (AD 507 Readings in Art History) courses will count towards the certificate coursework requirements. Of the 18 art history credit hours required by the certificate program, nine can count towards requirements of another graduate degree.

Eligible elective courses:

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>AD 450A</td>
<td>Museum Studies-Learning in Museums</td>
</tr>
<tr>
<td>AD 497 A-D</td>
<td>Research Seminar in Art History</td>
</tr>
<tr>
<td>AD 517</td>
<td>Methods and Theory of the History of Art and Visual Culture</td>
</tr>
<tr>
<td>AD 597 A-D</td>
<td>Graduate Seminar in Art History</td>
</tr>
<tr>
<td>CP 460</td>
<td>Survey of Film History</td>
</tr>
<tr>
<td>CP 470A-I,D</td>
<td>Advanced Topics in Cinema Studies</td>
</tr>
<tr>
<td>MCMA 550</td>
<td>History of Media Arts and Culture</td>
</tr>
<tr>
<td>MCMA 551</td>
<td>Theory of the Media Arts</td>
</tr>
</tbody>
</table>

At any time during their enrollment in the certificate program, students will be able to petition the art history faculty to take a comprehensive qualifying exam. The exam will be administered
at the end of the Fall and Spring semesters on an “as needed” basis. The test will assess the students’ knowledge of art history (pre-history to present), pertinent terms and concepts, and general historical context. It will consist of three parts: slide identification, slide comparison, and a short essay section. A student will have to obtain a passing score on the exam in order to qualify for the Art History Certificate.

Instructional Support Equipment Fee
The School of Art and Design assesses all graduate art majors an instructional support equipment fee of $10 per credit hour; a maximum of 12 credit hours will be charged each for fall and spring semesters and six for summer.

MA in Art History and Visual Culture
The MA in Art History and Visual Culture is an interdisciplinary program training students in the historical analysis of art and visual culture as well as career-enhancing competencies as teachers, scholars, museum professionals and visual resources curators. Courses explore issues in the production, reception, and theory of art from antiquity to postmodernity.

The degree is housed in the Art History Program of the School of Art and Design. Students are also encouraged to take courses in complementary disciplines such as Anthropology, Cinema Studies, English, History, History and Theory of Photography, and other related fields. Students are required to take 30 credit hours, with a minimum of 15 credits earned at the 500 level: 18 hours that will constitute the core requirement (a required course in methods and theory; and five distribution electives, to include courses in pre-1800, post-1800, and design history/theory); nine hours that will constitute the free electives; and three–six hours applied to a Master’s thesis or a comprehensive examination (the student’s choice).

Students are also required to pass a language examination in the reading of a German, a Romance language, or an approved substitute.

Requirements:
I. AD 517: Methods and Theory of the History of Art and Visual Culture (must be passed with a grade of an A or a B).

II. Core Courses (15 hours):

Students may choose from the following courses to fulfill the Core distribution:

- CP 470E: Topics in the History of Photography
- ANTH 410H: African Expressive Culture
- ANTH 410N: Anthropology of Popular Culture
- CP 415: Contemporary Photographic Criticism and Practice
- AD 450A: Museum Studies- Learning in Museums
- CP 460: Survey of Film History
- CP 470A: Advanced Topics in Cinema Studies
- AD 497A-D: Research Seminar in Art History
- ANTH 515A: Seminar in Sociocultural Anthropology
- MCMA 550: History of Media Arts and Culture
- MCMA 551: Theory of the Media Arts
- MCMA 552: Seminar: Topics in the History and Theory of Media Arts
- AD 597A-D: Graduate Seminar in Art History

III. Electives (9 credit hours)
Depending on their area of interest, students may choose graduate course offerings from the above courses and from 500-level course offerings in departments including, but not limited to, Anthropology, Art and Design, Cinema and Photography and the college wide graduate programs in Mass Communication and Media Arts and Media Theory and Research in the College of Mass Communication & Media Arts, English, Foreign Languages, History, Philosophy, and Communication Studies, with prior approval from the Art History Graduate Advisor.

IV. Master’s Thesis or Qualifying Exam (3 credit hours)
In their final semester, students must complete either AD 599: Thesis or AD 596: Master’s Qualifying Exam with a grade of an A or a B.

Courses (AD)
Art studio courses (400-499, 500-598) are directed toward individual research in the student’s major field. Emphasis is placed upon the history, materials, processes and ideas that form the content and experience of the major field. Courses in this department may require the purchase of supplemental materials. Permission of the major advisor in each studio is required for enrollment in studio courses.

AD 4000-3 to 30 Advanced 2D Studio - Drawing. Individual problem solving emphasizing technique and conceptual synthesis. Prerequisite: C or better in 6 hours of AD 400B. Advisor approval required for graduate students. Studio fee: $8 per credit hour. Expenses may exceed $100 per course.

AD 4010-3 to 30 Advanced 2D Studio - Painting. Individual problem solving emphasizing technique and conceptual synthesis. Prerequisite: C or better in 6 hours of AD 401B. Special approval needed from advisor for graduate students. Studio fee: $4 per credit hour. Expenses may exceed $100 per course.

AD 4020-3 to 30 Advanced Printmaking I. Independent study in printmaking. Prerequisite: 6 hours of C or better in AD 402B. Special approval needed from advisor for graduate students. Studio fee: $20 per credit hour enrolled. Incidental expenses may exceed $50 for each section.

AD 403D-3 to 30 Advanced Sculpture I. Independent study in sculpture. Prerequisite: 6 hours of C or better in AD 403B. Special approval needed from advisor for graduate students. Incidental expenses will be incurred. Studio fee: $20 per credit hour.

AD 404D-3 to 30 Advanced Ceramics I. Independent study in ceramics. Prerequisite: 6 hours of C or better in AD 404B. Special approval needed from advisor for graduate students. Studio fee: $40 per credit hour enrolled.

AD 405D-3 to 30 Advanced Metalsmithing I. Independent study in metalsmithing. Prerequisite: 6 hours of C or better in AD 405B. Special approval needed from advisor for graduate students. Studio fee: $20 per credit hour enrolled. Incidental expenses may exceed $75 for each section and may be slightly higher for blacksmithing.

AD 414D-3 to 30 Advanced Glass I. Students will focus on studio practice and develop a mature body of work. With faculty guidance, students will identify concepts for an intensive level of visual research based on individual interests and commitments. Undergraduate students in this course will focus on creating a
AD 423-6 Industrial Design Research and Professional Practice. This studio course develops the student's ability to conduct in-depth design research and to explore new needs and trends relating to design. Additionally, students will learn 2D and 3D modeling, with the objective to create physical outcomes. Prerequisite: C or better in AD 414B. Studio fee: $80 per credit hour enrolled.

AD 424-3 Ceramic Design. Ceramic Design focuses on three-dimensional design principles concerning form, surface, and function. The objective of this course is to serve as an introduction to the basic fundamentals of design through working with the ceramic medium. A series of demonstrations will provide basic exposure to technical aspects related to prototyping, plaster mold-making, slip-casting, glazing, and firing. The ideas and activities presented here are meant to develop facility in visualization, organization, and creative problem solving; to gain a greater appreciation for the broad visual culture we call art. Material fee: $65.

AD 432-3 3D Modeling and Visualization. Studio art course focusing on 3D software for modeling, rendering, and visualizing objects and environments. Projects include various 3D modeling methods and rendering techniques for 2D and 3D output for print, screen, and rapid prototyping equipment. Studio fee: $85.

AD 433-3 Understanding & Working with Wood. An exploration of wood as material through the use of hand tools and woodworking machines. Applications include utilitarian as well as art objects. Repeatable for a maximum of 6 hours toward degree. Studio fee: $25.

AD 442-3 Moving Image Art. Time-based media art course covering topics and skills in 2D animation, motion graphics, video editing, composting, and visual effects. Studio fee: $20.

AD 450A-3 Museum Studies-Learning in Museums. (Same as ANTH 450A) A detailed study of museums in the context of their use of exhibitions as an educational medium. Covers the evolution of the museum as a learning environment and the application of learning theory and principles in modern museums. Emphasis is placed on practicum experiences involving the design of learning experiences and educational programs in the museum setting.

AD 451-3 CAD & S.A.M. Lab. This course instructs participants how to use software and hardware required for rapid prototyping and the fabrication equipment currently available in the S.A.M. Lab (Subtractive Additive Maker Lab). Students will learn 2D and 3D modeling, with the objective to create physical outcomes.

AD 452-3 to 6 Graphic Design II. Multifaceted problems with emphasis on continuity of design in more than one medium or format. Client-based projects, environmental graphics and identity issues in design. Professional proposals and portfolio preparation. Graduate student requirements include a research project incorporating design briefs/professional proposals with outcome solutions to include written research documentation; no text requirements. Satisfies the College of Liberal Arts Writing-Across-the-Curriculum requirement. Undergraduate prerequisites: C or better in AD 322, 337, and 352. Studio fee: $30.

AD 472-3 to 6 Graphic Design III. Special study in current communication design topics. Selected topics will vary with emphasis on studio problems and concept development. Applied problems in advanced digital technologies may include interaction/motion and/or web design. Portfolio preparation. Graduate student requirements: Prepare and present a paper on a specific digital technology, interaction, motion, or web design topic of their choosing. Prerequisites: C or better in AD 322, 337, and 352. Studio fee: $30.

AD 497A-3 to 6 Research Seminar in Art History-Ancient or Medieval Art. A close examination of the history of art and visual culture from Ancient or Medieval periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207A; graduate status; or permission of instructor. Satisfies the College of Liberal Arts Writing-Across-the-Curriculum requirement.

AD 497B-3 to 6 Research Seminar in Art History-Early Modern Art (1400-1800). A close examination of the history of art and visual culture from Early Modern (1400-1800) periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207B and AD 207C; graduate status; or permission of instructor. Satisfies the College of Liberal Arts Writing-Across-the-Curriculum requirement.

AD 497C-3 to 6 Research Seminar in Art History-Medieval Art. A close examination of the history of art and visual culture from Medieval periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207C and either one of AD 207A or AD 207B; graduate status; or permission of instructor. Satisfies the College of Liberal Arts Writing-Across-the-Curriculum requirement.

AD 497D-3 to 6 Research Seminar in Art History-Modern and Contemporary Art. A close examination of the history of art and visual culture from Modern and Contemporary periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207C and either one of AD 207A or AD 207B; graduate status; or permission of instructor. Satisfies the College of Liberal Arts Writing-Across-the-Curriculum requirement.

AD 499-1 to 21 Individual Problems. Art studio course directed toward individual research in the student’s major field. Emphasis is placed upon the history, materials, processes, and
ideas that form the content and experience of the student's major field. Designed to adapt to students' individual needs in problem research. Restricted to senior standing in the School of Art and Design. Prerequisite: an overall 3.0 GPA. Special approval needed from the instructor.

AD 500-3 to 21 Advanced Drawing II. A studio directed toward individual research in the student's major field. Emphasis is placed upon the historical materials, processes and ideas that form the content and experience of the student's major field. Special approval needed from the advisor. Studio fee: $25.

AD 501-3 to 21 Advanced Painting II. Art studio course directed toward individual research in the student's major field. Emphasis is placed upon the history, materials, processes and ideas that form the content and experience of the student's major field. Special approval needed from the advisor. Studio fee: $20 per credit hour enrolled.

AD 502-3 to 21 Advanced Printmaking II. Advanced studio course in printmaking directed toward individual research in the student's choice of print media. Emphasis is on the processes, which lead to the formation of personal content. Special approval needed from the advisor. Studio fee: $20 per credit hour enrolled.

AD 503-3 to 21 Advanced Sculpture II. Advanced studio course based upon focused individual research in the student's chosen media. Students develop a personal aesthetic in relation to the field of sculpture through technical accomplishment, intensive output, and engagement in rigorous critique. Special approval needed from the advisor. Incidental expenses may exceed $100. Studio fee: $20 per credit hour. 

AD 504-3 to 21 Advanced Ceramics II. Art studio course directed toward individual research in the student's major field. Coursework is designed to assist the student's discovery of ceramic form and content as applied to personal artistic expression. Emphasis upon the development of creative studio research techniques and seminar-type experiences exploring historical and contemporary issues as they relate to ceramic art. Special approval needed from the advisor. Studio fee: $55 per credit hour enrolled. Incidental expenses may exceed $50.

AD 505-3 to 21 Advanced Metalsmithing II. Art studio course directed toward individual research in the student's major field. Emphasis is placed upon the history, materials, processes and ideas that form the content and experience of the student's major field. Special approval needed from the advisor. Studio fee: $20 per credit hour enrolled.

AD 507-3 to 6 (3,3) Readings in Art History and Visual Culture. This course introduces graduate students to the history of the disciplines of art history and visual culture, examining the assumptions and methods that have guided definitions, analyses, and critiques of art and visual culture. This course is required of students in the MA program in art history and visual culture.

AD 517-3 Methods and Theory of the History of Art and Visual Culture. This course introduces graduate students to the history of the disciplines of art history and visual culture, examining the assumptions and methods that have guided definitions, analyses, and critiques of art and visual culture. This course is required of students in the MA program in art history and visual culture.

AD 521-3 Advanced Design II. Multifaceted problems with emphasis on continuity of design in more than one medium or format. Advanced multifaceted problems incorporating design briefs and/or professional proposals intended to increase a student's knowledge of the theory and practice of branding, identity systems and design process and methodologies. Coursework will include the development of a body of work including research with outcome solutions based on individual or client-based requirements.

AD 530-3 Advanced Digital Design I. Advanced design course intended to increase a student's knowledge of the theory and practical knowledge of digital design technologies and digital design problems. Coursework will include documentation of design process, user research, and exploration of concepts and topics related to interaction design, interactive design, and time-based graphic design.

AD 531-3 Advanced Digital Design II. A computer laboratory course focused on advanced utilization of two- and three-dimensional design processes, drawing and modeling software, and the application of such in the design profession. Course content covers advanced modeling techniques, surface modeling, power surface subdivision surface modeling, NURBS modeling, generative design, design for manufacturing assembly, disassembly and rapid prototyping, product planning, simulation, graphics and renderings, creation of tables used with assembly drawings and bill of materials.

AD 537-3 Teaching Practicum in Art History. Introduces students to pedagogical methods relevant to teaching art history. Students enrolled in the practicum will serve under the close supervision of the art history faculty as discussion leaders for one section of AD 101 or the AD 207 sequence. Practicum students will attend the AD 207 lectures and participate in a weekly teaching workshop, which will address topics such as the development of course syllabi and assignments, grading criteria, classroom policies, and teaching strategies. Prerequisite: Art History Certificate program and/or special approval from the instructor required.

AD 572A-3 to 6 Advanced Design I. Problems in promotional design applications including campaigns, packaging and advertising graphics. Emphasis is placed on professional realities, problem solving, and further development of creative design abilities. Multifaceted problems that incorporate design briefs and professional proposals with outcome solutions to include written research documentation and finished concept creation.

AD 572B-3 to 6 Advanced Design I. Problems in physical
game applications including game ideation methods, game construction, playtesting, packaging, sales and promotional campaigns, and advertising graphics. Emphasis is on professional realities, problem solving, and further development of creative design abilities. Multifaceted problems that incorporate design briefs and professional proposals with outcome solutions to include written research documentation and finished concept creation.

**AD 583-3 Practicum in Industrial Design.** Advanced and comprehensive product design projects focusing on innovation and user needs. Projects may include corporate sponsors and/or interdisciplinary teams. Students will integrate research and 2D and 3D process documentation with additional focus on human factors and product interface. Undergraduates: Course parallels work in AD 363 and must be taken concurrently. Prerequisites: C or better in AD 313 and AD 323. Concurrent enrollment in AD 363. Graduates: Prepare and present a paper on a specific innovation, user needs, interdisciplinary teams, or collaboration topic of their choosing. Graduate students will serve as design directors for the client-based projects conducted by the undergraduate students in the class. Studio Fee: $60.

**AD 596-3 Exam in Art History and Visual Culture.** A comprehensive exam on the history, methods, and theory of the history of art and visual culture. Special written approval needed from the primary and secondary advisors.

**AD 597A-3 to 12 (3 per topic) Graduate Seminar in Art History-Medieval Art.** A close examination of the history of art and visual culture from various periods and regions. Topics will vary, and include (A) Medieval Art. Each section may be repeated for credit as topics vary.

**AD 597B-3 to 12 (3 per topic) Graduate Seminar in Art History-Early Modern Art.** A close examination of the history of art and visual culture from various periods and regions. Topics will vary, and include (B) Early Modern Art. Each section may be repeated for credit as topics vary.

**AD 597C-3 to 12 (3 per topic) Graduate Seminar in Art History-Modern and Contemporary Art.** A close examination of the history of art and visual culture from various periods and regions. Topics will vary, and include (C) Modern and Contemporary Art. Each section may be repeated for credit as topics vary.

**AD 597D-3 to 12 (3 per topic) Graduate Seminar in Art History-Selected Topics.** A close examination of the history of art and visual culture from various periods and regions. Topics will vary, and include (D) Selected Topics. Each section may be repeated for credit as topics vary.

**AD 599-3 to 6 Thesis.** A thesis course that is directed toward individual research in the student’s major field. Emphasis is placed upon the development of each student’s approach to his/her professional practice within the context of the appropriate studio, art history/visual culture, or design field requirement set.

**AD 601-1 per semester Continuing Enrollment.** For those graduate students who have not finished their degree programs and who are in the process of working on their dissertation, thesis or research paper. The student must have completed a minimum of 24 hours of dissertation research, or the minimum thesis, or research hours before being eligible to register for this course. Concurrent enrollment in any other course is not permitted. Graded S/U or DEF only.