

Department of

ART, DESIGN, AND THEATRE

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Mission Statement

The Cedarville University Department of Art, Design, and Theatre is an essential part of a unique, creative, and academic Christ-centered learning community that values a broad study of disciplines in the liberal arts. As Christian artists, we are given the gift of creativity to imitate and honor God as Creator.

The department of art, design, and theatre believes that God has called us to excellence and whatever we do is to the glory and honor of the Creator. We believe that art is a gift and a calling, and that educational success in art, design, or theatre is not measured in income or job placement alone but in how lives are enabled, enriched, enlightened, and transformed.

The successful graduate of the art, design, and theatre department will:

- **Glorify God:** Demonstrate the appreciation of God's purpose and design in creation through artistic endeavor. The graduate will exercise the stewardship of God's gifts as evidenced in a work ethic centered in faith and characterized by diligence, excellence, and honesty.
- **Think broadly and deeply:** Use critical thinking to evaluate and apply historical and cultural knowledge to conceptualize, create, and communicate their art.
- **Communicate effectively:** Be effective with verbal and visual communication while articulating a biblical philosophy of art which reveals an understanding of the integration of faith and learning.
- **Develop academically and professionally:** Demonstrate the understanding and competence of technical skills and media necessary for individual creation of visual or performing art. Graduates will be prepared for graduate study and/or become practitioners in their discipline.
- **Engage for Christ:** Be effective as a spiritual witness to the greater culture simply by being the best artist they can be. The graduate is engaged and involved in creating a viable cultural contribution to the artistic cultures of the University and community. By their humility, intellect, and excellent verbal and visual abilities, they impact the world for Christ.

Personal Requirements

Scholarships

Academic scholarships and other types of financial assistance are available to qualified individuals through the Cedarville University Financial Aid Office.

Portfolio

Applicants who wish to major in studio art, industrial and innovative design, or graphic design should follow the standard procedure for admission. A portfolio submission for art majors is encouraged but is not a requisite for admission into the program. Portfolios should be submitted on a CD or at an arranged on-campus interview.

Department Requirements

To graduate with a major from the art and design program, students must earn at least a 2.0 cumulative average in all courses required for their major and at least a "C-" in all courses taken to meet specific requirements in their major.

Theatre Program

Students planning to pursue a major in theatre are best prepared by taking a college-preparatory curriculum in high school. Successful students in the major are individuals with abilities in creative expression, critical thinking, problem-solving, and interpersonal interaction.



Graphic Design, Industrial and Innovative Design, and Studio Art Requirements

Freshman Review

All entering freshmen are admitted into the graphic design, industrial and innovative design, and studio art majors on a conditional basis. After the second semester of study, freshmen are evaluated by the art and design faculty to determine whether they are making adequate progress to continue in their respective programs and/or exhibit the talent necessary to be successful in their chosen fields. Students who do not show satisfactory progress and/or talent will be advised to consider other majors unless they show significant improvement.

Sophomore Review

At the end of the second semester of the sophomore year, graphic design, industrial and innovative design, and studio art majors are required to apply to the department for upper-divisional standing. The sophomore review is an evaluation of classroom work and performance and intuitive abilities necessary to succeed in the student's chosen discipline. The art and design faculty will evaluate the student on the basis of academic progress, grade averages in major courses, and intuitive abilities necessary to succeed in the student's chosen discipline. If necessary, the student may be required to present a portfolio representing every area of his or her work in graphic design and/or studio art courses at the University. The portfolio should include original two-dimensional work and a CD of images of three-dimensional work. Students who do not pass their sophomore review will not be allowed to continue in the major.

Transfer Review

All students who wish to transfer from another college or university and enroll at Cedarville University as either a graphic design, industrial and innovative design, or studio art major on the junior or senior level must submit along with their application a CD or DVD with images of two- and three-dimensional work representing collegiate classroom work and art done outside the classroom. The art and design faculty will review this material before acceptance into the program is granted.



Art and Design Requirements

Art and Design Student Handbook

The *Art Student Handbook* is an overview of all department policy as it applies to the student. Each art and design student is responsible for following the policies and procedures contained in both the handbook and the University catalog.

Capstone Exhibition or Project

In addition to the expectation of participation in student and other exhibitions throughout the college experience, all art and design majors are required to exhibit a level of performance for graduation that meets the requirements and standards of the department. For all majors, the capstone requirement is a senior exhibition or project as approved by the department chair.

Fees

Lab classes that provide supplies and/or University-provided equipment require fees. These fees do not necessarily cover all the costs for student art materials or personal tools.

Theatre Requirements

Students complete courses in the history, theory, research, and ethics of theatre. Students are required to complete a senior capstone project in research, production, internship, or performance design or directing to graduate. The nature of the project is determined by the emphasis area of the student.



Programs of Study

The department of art, design, and theatre offers the following programs of study:

Bachelor of Arts (B.A.) in:

- Graphic Design
- Industrial and Innovative Design
- Studio Art
- Theatre

Minors

- Creative Web Design
- Digital Photography
- Studio Art
- Theatre
- Graphic Design

Technical Resources

Art and design students render and complete class assignments in fully equipped Macintosh computer labs using industry-standard programs.

A modern theatre and accompanying equipment and facilities are available to theatre majors.

The computer network provides tools for research and design.

Co-Curricular Opportunities

All art and design students are invited to join one or several student art organizations including photography club, the Studio, and the University student chapter of AIGA.

Theatre

Each semester the department of art, design, and theatre presents a major theatrical production. In recent years the department has produced *Arsenic and Old Lace*, *A Doll's House*, *Romeo and Juliet*, *Mousetrap*, *An Ideal Husband*, *Alice in Wonderland*, *The Imaginary Invalid*, and *Crossing Delancy*. Performances are often sold out and always greatly appreciated by the University family as well as many community guests.

Career Opportunities

Graduate and professional schools welcome Cedarville graduates. Careers pursued by graduates of this department include:

- Actor
- Art preparator
- Art therapist
- Arts administrator
- College professor
- Community arts manager
- Consumer product designer
- Exterior space designer
- Graphic designer
- Illustrator
- Interior space designer
- Retail art salesperson
- School teacher (elementary and secondary Christian or public schools)
- Studio artist
- Studio teacher
- Theatre director
- Transportation designer
- Web Design

Faculty

Terry Chamberlain, *Chair*, Associate Professor of Art. *Education*: B.S., Bob Jones University, 1970; M.A., Bob Jones University, 1972. At Cedarville since 1996.

Rebecca M. Baker, Associate Professor of Communication Arts. *Education*: B.A., Bob Jones University, 1973; M.A., Bob Jones University, 1975; M.A., University of Cincinnati, 1996. At Cedarville from 1977–79 and since 2001.

Robert L. Clements, Associate Professor of Communication Arts. *Education*: B.A., Bob Jones University, 1970; M.Ed., Wright State University, 1983; graduate study — The Ohio State University, 2002. At Cedarville since 2003.

Timothy Frame, Assistant Professor of Graphic Design.

Education: B.A., Morehead State University. At Cedarville since 2003.

Aaron Gosser, Assistant Professor of Studio Art. *Education*: B.A., Goshen College, 2002; M.F.A., Art Institute of Boston at Lesley University, 2007. At Cedarville since 2005.

Aaron Huffman, Assistant Professor of Graphic Design.

Education: B.A., Cedarville University, 2007. At Cedarville since 2011.

James Mellick, Associate Professor of Studio Art. *Education*:

B.A., Greenville College, 1969; M.F.A., Southern Illinois University, 1973. At Cedarville since 2008.

Diane A. Merchant, Professor of Communication Arts. *Education*:

B.A., Cedarville University, 1978; postgraduate work in theatre, Kent State University, 1983–84; M.A., The Ohio State University, 1989; Ph.D., The Ohio State University, 1996. At Cedarville since 1989.

Matthew M. Moore, Associate Professor of Communication

Arts. *Education*: B.A., Cedarville University, 1992; M.A., Miami University, 1997; M.F.A., George Washington University, 2009. At Cedarville since 1998.

Daniel Sternsher, Assistant Professor of Graphic Design.

Education: B.S., Bowling Green State University, 1989; M.Ed., Bowling Green State University–College of Technology, 1998. At Cedarville since 2001.

Technical Support Staff

Donald N.C. Jones, Designer and Technical Director. *Education*:

B.A., Bob Jones University, 1973; graduate studies: Tennessee Temple University, 1974–76; Oxford University (England), 1977; University of the South, 1983; Rhode Island School of Design, 2002. At Cedarville since 1984.

Timothy J. Phipps, Assistant Technical Director/Production

Manager. *Education*: B.A., Cedarville University, 2002. At Cedarville since 2005.

Adjunct Faculty

- Bruce Grimes, sculpture, ceramics
- Dan Brown, drawing
- Andrew Althouse, graphic design
- Ryan Clark, graphic design
- Jon Daillo, graphic design



Graphic Design

The **Bachelor of Arts in graphic design** prepares students for a career in visual communication. The artist is generally identified as a graphic designer, design consultant, or communication designer. More specifically, career opportunities include advertising, exhibitions design, publications design, corporate identity, packaging, books, signs, magazines, multimedia presentations, and webpages. Every industrial, social, educational, service, and governmental organization utilizes design services. Employment may be with an organization or business, a design firm, advertising agency, or in a freelance capacity.

Students may choose to combine the major with a specific minor that enhances their potential for a wide diversity of graphic design-related career options, including business management or broadcasting and digital media. Portfolio diversity can be achieved with a minor in studio art or web design, electronic media, or digital photography.

The following requirements involve 63–67 semester hours:

Graphic Design Core58–62

ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-1230 Design I.....	3
ART-2220 Design II.....	3
ART-2250 Creative Photography	3
ART-3310 Art History I	3
ART-3320 Art History II	3
ART-3330 Three-Dimensional Design	3
BUS-2100 Business Communication	3
GDES-2601 Interactive Interface Design with Flash.....	3
GDES-1100 History of Graphic Design	1
GDES-1150 Digital Image/Illustration	3
GDES-1220 Digital Image/Photography	3
GDES-2100 Typography	3
GDES-3110 Portfolio.....	1
GDES-3220 Graphic Design I	3
GDES-3230 Production Design I.....	3
GDES-3300 Web Design.....	3
GDES-4220 Graphic Design II	3
GDES-4230 Production Design II.....	3
GDES-4900 Graphic Design Internship.....	2–6

Electives selected from the following.....5

ART-1220 Drawing II	3
ART-3210 Painting I.....	3
ART-3230 Watercolor	2
ART-3510 Introduction to Printmaking.....	3
ART-4400 20th Century Art.....	3
EMTC-2606 Introduction to Computer Animation for Electronic Media.....	3
EMTC-3630 Principles of Computer Animation.....	3
GDES-4300 Advanced Web Design.....	3
TPC-2000 Production Tools for Technical Communication....	3

Graphic Design Curriculum Summary

Proficiency Requirements	0–5
Other General Education Requirements.....	49–57
Graphic Design Major Requirements.....	63–67
General Electives	4–16
Total (minimum, not including proficiency)	128

A complete description of the general education requirements is found on page 26.

Suggested Four-Year Curriculum for a Major in Graphic Design

First year:

ART-1100 Introduction to Art.....	3
ART-1210 Drawing I.....	3
ART-1230 Design I.....	3
BEGE-1710 Christian Life and Thought.....	3
BEGE-1720 Spiritual Formation	3
COM-1100 Fundamentals of Speech.....	3
ENG-1400 Composition.....	3
GBIO-1000 Principles of Biology	3.5
GDES-1100 History of Graphic Design.....	1
GDES-1150 Digital Image/Illustration	3
HUM-1400 Introduction to the Humanities.....	3
Total	31.5

Second year:

ART-2220 Design II.....	3
ART-2250 Creative Photography	3
ART-3330 Three-Dimensional Design	3
BEGE-2730 Old Testament Literature	3
BEGE-2740 New Testament Literature	3
GDES-1220 Digital Image/Photography	3
GDES-2100 Typography	3
GDES-3230 Production Design I.....	3
GSS-1100 Politics and American Culture.....	3
PEF-1990 Physical Activity and the Christian Life	1
Physical Education Activity Elective.....	1
Social Science Elective	3
Total	32

Third year:

ART-3310 Art History I	3
ART-3320 Art History II.....	3
BEGE-3750 Christian Worldview Development.....	2
BEGE-3760 Christian Worldview Integration	2
BUS-2100 Business Communication.....	3
GDES-2601 Interactive Interface Design with Flash.....	3
GDES-3220 Graphic Design I	3
GDES-3300 Web Design.....	3
History Elective.....	3
Literature Elective	3
Quantitative Elective.....	3
Total	31

Fourth year:

ART-1220 Drawing II.....	3
GDES-3110 Portfolio.....	1
GDES-4220 Graphic Design II	3
GDES-4230 Production Design II.....	3
GDES-4900 Graphic Design Internship.....	2–9
Graphic Design Electives	5
Physical Science Elective	3.5
Electives	4–16
Total	33.5



A complete description of the general education requirements is found on page 26.

Industrial and Innovative Design

The **Bachelor of Arts in industrial and innovative design** prepares students for careers in consumer product design, interior space design, architectural/exterior space design, and transportation design. The designer is generally identified as an industrial designer, visual designer, or design consultant. More specifically, career opportunities include such areas as landscape design, furniture design, exhibition design, and other design-related fields. Employment may be with a corporation, design studio, or a freelance capacity.

The following requirements involve 82-83 semester hours:

Industrial and Innovative Design Core	82–83
ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-1230 Design I	3
ART-3330 Three-Dimensional Design	3
GDES-1150 Digital Image/Illustration	3
IDES-1000 History and Influences of Design	3
IDES-3110 Drawing in Dynamic Perspective I	3
IDES-3120 Drawing in Dynamic Perspective II	3
IDES-3210 Language of Line	4
IDES-3220 Innovative Media Systems	5
IDES-3310 Fundamentals of Surface Development I	3
IDES-3320 Fundamentals of Surface Development II	4
IDES-3410 Three-Dimensional Composition	4
IDES-3420 Three-Dimensional Presentation	4
IDES-4010 Consumer Product Design	4
IDES-4020 Interior Space Design	3
IDES-4030 Transportation Design	4
IDES-4040 Architectural/Exterior Space Design	4
IDES-4200 Professional and Ethical Practices in Design	3
IDES-4300 Design Project: Selection Statement, Research and Scope	3
IDES-4400 Design Project and Presentation	11
Electives selected from the following	2–3
ART-2220 Design II	3
ART-3230 Watercolor	2
BUS 2100 Business Communication	3
GDES 1220 Digital Image Photography	3

Industrial and Innovative Design Curriculum Summary

Proficiency Requirements	0–5
Other General Education Requirements	49–57
Industrial and Innovative Design Major Requirements	82–83
Total (minimum, not including proficiency)	131–132

Suggested Four-Year Curriculum for a Major in Industrial and Innovative Design

First year:

ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-1230 Design I	3
BEGE-1710 Christian Life and Thought	3
BEGE-1720 Spiritual Formation	3
COM-1100 Fundamentals of Speech	3
ENG-1400 Composition	3
GBIO-1000 Principles of Biology	3.5
GSS-1100 Politics and American Culture	3
IDES-1000 History and Influences of Design	3
PEF-1990 Physical Activity and the Christian Life	1
Physical Education Activity Elective	1
Total	32.5

Second year:

ART-3330 Three-Dimensional Design	3
BEGE-2730 Old Testament Literature	3
BEGE-2740 New Testament Literature	3
GDES-1150 Digital Image/Illustration	3
HUM-1400 Introduction to the Humanities	3
History Elective	3
Industrial and Innovative Design Electives	2–3
Literature Elective	3
Quantitative Elective	3
Physical Science Elective	3.5
Social Science Elective	3
Total	32.5–33.5

Third year:

BEGE-3750 Christian Worldview Development	2
BEGE-3760 Christian Worldview Integration	2
IDES-3110 Drawing in Dynamic Perspective I	3
IDES-3120 Drawing in Dynamic Perspective II	3
IDES-3210 Language of Line	4
IDES-3220 Innovative Media Systems	5
IDES-3310 Fundamentals of Surface Development I	3
IDES-3320 Fundamentals of Surface Development II	4
IDES-3410 Three-Dimensional Composition	4
IDES-3420 Three-Dimensional Presentation	4
Total	34

Fourth year:

IDES-4010 Consumer Product Design	4
IDES-4020 Interior Space Design	3
IDES-4030 Transportation Design	4
IDES-4040 Architectural/Exterior Space Design	4
IDES-4200 Professional and Ethical Practices in Design	3
IDES-4300 Design Project: Selection Statement, Research, Scope	3
IDES-4400 Design Project and Presentation	11
Total	32



A complete description of the general education requirements is found on page 26.

Studio Art

The **Bachelor of Arts in studio art** is designed for students with a strong interest in a variety of traditional studio disciplines such as drawing, painting, printmaking, and sculpting. Studio art currently offers concentrations in drawing, painting, sculpture, and printmaking. The major is ideally suited for students who plan to complete graduate programs in art and arts-related fields. Examples include art education, museum studies, art preparation, art therapy, and illustration. Course requirements involve 62 semester hours, comprised of 54 studio art semester hours and eight art electives.

The following requirements involve 62 semester hours:

Studio Art Core	54
ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-1220 Drawing II	3
ART-1230 Design I	3
ART-2220 Design II	3
ART-3210 Painting I	3
ART-3220 Painting II	3
ART-3310 Art History I	3
ART-3320 Art History II	3
ART-3330 Three-Dimensional Design	3
ART-3410 Ceramics	3
ART-3510 Introduction to Printmaking	3
ART-3610 Sculpture	3
ART-4010 Studio (3 x 3 credit)	9
*ART-4300 Art Exhibition	3
ART-4400 20th Century Art	3
Electives selected from the following	8
ART-2250 Creative Photography	3
ART-3230 Watercolor	2
ART-4440 Installation Art	3
BEPH-4260 Philosophy of Art	2
BUS-2100 Business Communication	3
GDES-1100 History of Graphic Design	1
GDES-1150 Digital Image/Illustration	3
GDES-1220 Digital Image/Photography	3
GDES-2100 Typography	2
GDES-3220 Graphic Design I	3
GDES-3300 Web Design	3
GDES-4220 Graphic Design II	3

*Capstone Course

Studio Art Curriculum Summary

Proficiency Requirements	0–5
Other General Education Requirements	49–57
Studio Art Major Requirements	62
General Electives	9–17
Total (minimum, not including proficiency)	128

Suggested Four-Year Curriculum for a Major in Studio Art

First year:

ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-1220 Drawing II	3
ART-1230 Design I	3
BEGE-1710 Christian Life and Thought	3
BEGE-1720 Spiritual Formation	3
COM-1100 Fundamentals of Speech	3
ENG-1400 Composition	3
GBIO-1000 Principles of Biology	3.5
HUM-1400 Introduction to the Humanities	3
PEF-1990 Physical Activity and the Christian Life	1
Total	31.5

Second year:

ART-2220 Design II	3
ART-3210 Painting I	3
ART-3310 Art History I	3
ART-3320 Art History II	3
ART-3330 Three-Dimensional Design	3
BEGE-2730 Old Testament Literature	3
BEGE-2740 New Testament Literature	3
GSS-1100 Politics and American Culture	3
Literature Elective	3
Physical Education Activity Elective	1
Social Science/Global Awareness Elective	3
Total	31

Third year:

ART-3410 Ceramics	3
ART-3220 Painting II	3
ART-3510 Introduction to Printmaking	3
ART-3610 Sculpture	3
BEGE-3750 Christian Worldview Development	2
BEGE-3760 Christian Worldview Integration	2
Art Elective	3
Electives	8
History Elective	3
Quantitative Elective	3
Total	33

Fourth year:

ART-4010 Studio	9
ART-4400 20th Century Art	3
ART-4300 Art Exhibition	3
Art Electives	5
Physical Science Elective	3.5
Electives	9
Total	32.5



A complete description of the general education requirements is found on page 26.

Theatre

The **theatre major** provides training in acting, directing, theatre design/technology, and theatre history/dramaturgy. The program allows the student to declare a concentration in either performance or design. A special emphasis is placed upon the challenges faced by the Christian in theatre and the use of drama in worship and Christian ministry.

In addition to studio and classroom instruction, students gain practical experience through working on department productions and serving on production teams. This practical experience work is supervised by the theatre technical staff and may include set construction, scenic painting, lighting, properties, costumes, and other projects.

While many theatre majors anticipate a career in theatre, other students may want to combine the theatre major with a specific minor to help prepare them for the diversity of theatre-related professions including Christian education, youth ministry, arts management, arts law, and arts education. The program culminates in a senior theatre project designed to feature the student's level of expertise and assist the student in preparation for graduate school or the selected area of employment or ministry.

Course requirements involve 56 semester hours including:

Theatre core requirements	36
COM-1000 Introduction to Communication Arts	3
THTR-1410 Introduction to Theatre	3
THTR-1420 Introduction to Technical Theatre	3
THTR-1440 Stagecraft I.....	1
THTR-1450 Stagecraft II.....	1
THTR-1480 Play Production	3
THTR-2200 Introduction to Design.....	3
THTR-2350 Directing I.....	3
THTR-2430 Acting I.....	3
THTR-2470 Makeup Design.....	2
THTR-3420 Theatre History I.....	2
THTR-3430 Theatre History II.....	2
THTR-3470 Dramaturgy	3
THTR-4400 Professional Preparation Seminar.....	2
THTR-4630 The Christian in Theatre.....	2
Concentration selected from the following	20
Design Concentration	20
THTR-2440 Stagecraft III	1
THTR-2450 Scenic Design.....	3
THTR-2460 Costume Design.....	3
THTR-3440 Stage Costume History.....	3
THTR-3450 Stagecraft IV.....	1
THTR-3490 Stage Lighting Design	3
THTR-3520 Scenic Painting.....	3
*THTR-4840 Senior Theatre Project.....	3
Performance Concentration	20
THTR-1230 Voice for the Performer	3
THTR-1430 Stage Movement.....	3
THTR-2410 Advanced Performance Techniques.....	3
THTR-3460 Acting II.....	3
THTR-3510 Directing II.....	3
THTR-3530 Techniques of American Musical Theatre ...	2
*THTR-4840 Senior Theatre Project.....	3

*Capstone Course

Theatre Major Curriculum Summary

Proficiency Requirements	0–5
General Education Requirements.....	49–57
Theatre Major Requirements	56
Electives	15–23
Total (minimum, not including proficiency)	128

Suggested Four-Year Curriculum for a Major in Theatre

First year:

BEGE-1710 Christian Life and Thought.....	3
BEGE-1720 Spiritual Formation	3
COM-1000 Introduction to Communication Arts	3
COM-1100 Fundamentals of Speech.....	3
ENG-1400 Composition.....	3
HUM-1400 Introduction to the Humanities.....	3
THTR-1410 Introduction to Theatre	3
THTR-1420 Introduction to Technical Theatre	3
THTR-1440 Stagecraft I.....	1
THTR-1450 Stagecraft II.....	1
THTR-1480 Play Production	3
PEF-1990 Physical Activity and the Christian Life	1
Biology Elective	3.5
Total	33.5

Second year:

BEGE-2730 Old Testament Literature	3
BEGE-2740 New Testament Literature	3
GSS-1100 Politics and American Culture.....	3
LIT-2340 Western Literature.....	3
THTR-2200 Introduction to Design	3
THTR-2350 Directing I.....	3
THTR-2430 Acting I.....	3
THTR-2470 Makeup Design.....	2
Physical Education Activity Elective	1
Theatre Concentration Courses	6
Total	30

Third year:

BEGE-3750 Christian Worldview Development.....	2
BEGE-3760 Christian Worldview Integration	2
THTR-3420 Theatre History I	2
THTR-3430 Theatre History II	2
THTR-3470 Dramaturgy	3
History Elective	3
Physical Science Elective	3.5
Quantitative Elective	3
Electives	3
Theatre Concentration Courses	9
Total	32.5

Fourth year:

THTR-4400 Professional Preparation Seminar.....	2
THTR-4630 The Christian in Theatre	2
Social Science/Global Awareness Elective.....	3
Theatre Concentration Courses	5
Electives	20
Total	32



Minors

Creative Web Design Minor

The **creative web design minor** is a value-added program that provides students with web design skills to compliment their chosen majors or fields of study. Course requirements involve 19 semester hours.

Creative Web Design Core	16
ART-2250 Creative Photography	3
*(or JOUR-4610 Photojournalism	3)
GDES-1220 Digital Image/Photography	3
(or TPC-2000 Production Tools for Technical Communication	3)
GDES/EMTC 2601 Interactive Interface Design with Flash	3
GDES-3300 Web Design	3
GDES-4300 Advanced Web Design	3
GDES-4310 Digital Portfolio	1
Electives selected from the following	3
GDES-1300 Graphic Design for Non-Majors	3
GDES-3220 Graphic Design I	3

*This course requires prerequisites in the journalism major.

Digital Photography Minor

The **digital photography minor** is a value-added program designed to provide students with artistic and professional digital photography and image-editing skills to produce creative, quality photographs and images that complement personal and professional goals.

Digital Photography Core	17
ART-2250 Creative Photography	3
ART-3250 Studio Photography	3
ART-4250 Advanced Creative Photography	3
ART-4260 Photography Portfolio and Exhibition	2
GDES- 1220 Digital Image/Photography	3
JOUR-4610 Photojournalism	3

Graphic Design Minor

The **graphic design minor** gives students who have an interest in the advertising and marketing aspects of art a foundational understanding of this important profession. The program includes coursework in both manual and computer-assisted art. It is suggested that students who minor in graphic design begin the program no later than their sophomore year. Course requirements involve 22 semester hours.

Graphic Design Core	19
ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-1230 Design I	3
GDES-1100 History of Graphic Design	1
GDES-1150 Digital Image/Illustration	3
GDES-2100 Typography	3
GDES-3220 Graphic Design I	3
Electives selected from the following	3
ART-2250 Creative Photography	3
GDES-2601 Interactive Interface Design with Flash	3
GDES-1220 Digital Image/Photography	3
GDES-3230 Production Design I	3
GDES-3300 Web Design	3
GDES-4220 Graphic Design II	3
EMTC-2610 Preproduction Planning	3
TPC-2000 Production Tools for Technical Communication	3



Studio Art Minor

The **studio art minor** provides an opportunity for students with aptitude in the visual arts to receive formal instruction in art. In addition to skill-based instruction, special attention is given to building a philosophical and historical understanding of art from a scriptural perspective. It is suggested that students who minor in art begin the program no later than the sophomore year. Course requirements involve 17–18 semester hours, including 15 hours of art core and 2–3 hours of an art elective.

Art Core	15
ART-1100 Introduction to Art	3
ART-1210 Drawing I	3
ART-2210 Design I	3
ART-3210 Painting I	3
ART-3330 Three-Dimensional Design	3
Electives selected from the following	2–3
ART-1220 Drawing II	3
ART-2220 Design II	3
ART-2250 Creative Photography	3
ART-3220 Painting II	3
ART-3230 Watercolor	2
ART-3410 Ceramics	3
ART-3510 Introduction to Printmaking	3
ART-3610 Sculpture	3

Theatre Minor

Course requirements for the minor in theatre involve 16 semester hours selected from the following courses:

THTR-1410 Introduction to Theatre	3
THTR-1420 Introduction to Technical Theatre	3
THTR-1440 Stagecraft I	1
THTR-2430 Acting I	3
Theatre Electives	6