

Visual Arts Program

Purpose Statement

The McPherson College visual arts department provides 1) high-quality art instruction within the content areas of art production, art history, art criticism, and aesthetic inquiry, 2) unique art programs within the visual arts major, including graphic design, graphic design marketing, studio, art teaching licensure as well as a hybrid major of auto restoration design in conjunction with the technology department, and 3) venues for the fulfillment of academic and professional goals of students pursuing a visual arts-related career within a liberal arts context and an entrepreneurial environment at a small private college in Kansas.

Goals

The four primary goals of the visual arts department are to produce graduates who can 1) effectively execute and perform a variety of art skills with sensitivity and intelligence, 2) communicate the ability to analyze and critique works of art, 3) relate the creative process to life in personally meaningful ways, and 4) apply skills and knowledge to arts-related opportunities and professions. The visual arts department achieves these goals when graduates can:

- demonstrate knowledge of art elements and design principles;
- demonstrate performance in a variety of traditional and contemporary art media;
- demonstrate abilities to analyze and critique works of art in verbal and written form;
- demonstrate meaningful connections of art to life through the development of perceptual skills;
- research, identify, and interpret Western and non-Western cultural contributions to art;
- understand the qualities and the mentality needed to be a working, active artist and/or arts-related professional;
- meet State Department of Education standards for certification in the area of art for those pursuing art teaching licensure;
- demonstrate knowledge and skills with emerging technologies, both hardware and software, needed for opportunities and/or careers in the field of graphic design.

The visual arts department's curriculum is designed to meet the needs of students who want to 1) develop their artistic skills and refine their aesthetic values, 2) plan for careers as artists and graphic designers, and/or for employment in arts-related positions, 3) teach art in the public schools, and 4) further their education in graduate school.

Visual Arts Major: Graphic Design Track

Requirements (56 required hours)

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics OR
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software (2 hours)
- AR 203** Photography I (2 hours)
- AR 205** Multi-Media Software (2 hours)
- AR 210** Drawing II: Figure Drawing (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 235** Graphic Design II (3 hours)
- AR 303** Photography II (3 hours)
- G-AR 310** Art History I (4 hours)
- G-AR 311** Art History II (4 hours)
- AR 312** Themes in Contemporary Art (3 hours)
- AR 320** Typography and Logo Branding (2 hours)
- AR 330** Graphic Design III (3 hours)
- AR 335** Interactive Software (3 hours)
- AR 340** Web-Based Design I (3 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 440** Web-Based Design II (3 hours)
- AR 470** Graphic Design Senior Show (1 hour)
- AR 475G** Graphic Design IV (3 hours)

Suggested Supporting courses

- G-AR 102** Painting I: Acrylics OR
- G-AR 202** Painting II: Watercolors (2 hours)
- CM 210** Multi-Media Storytelling I (3 hours)

- BA 327** Consumer Behavior (3 hours)
- BA 360** Marketing Research (3 hours)
- AR 388** Internship in Graphic Design (3 hours)

Majors in the graphic design track are required to produce a senior exhibition during the spring semester of their senior year.

Visual Arts Major: Graphic Design Marketing Track

Requirements: 71 combined hours: 40 hours art + 31 hours business

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics OR
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software (2 hours)
- AR 203** Photography I (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 235** Graphic Design II (3 hours)
- G-AR 311** Art History II (4 hours)
- AR 330** Graphic Design III (3 hours)
- AR 335** Interactive Software (3 hours)
- AR 340** Web-Based Design I (3 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 440** Web-Based Design II (3 hours)
- AR 470** Graphic Design Senior Show (1 hour)
- AR 475** Graphic Design IV (3 hours)
- G-BA 101** Introduction to Business (3 hours)
- EC 202** Survey of Economics (3 hours)
- AC 205** Financial Accounting (3 hours)
- AC 206** Managerial Accounting (3 hours)
- BA 224** Principles of Management (3 hours)
- BA 315** Business Law (3 hours)
- BA 321** Marketing (3 hours)
- BA 322** Advertising and Promotion (3 hours)
- BA 327** Consumer Behavior (3 hours)
- BA 360** Marketing Research (3 hours)
- BA 375** Business Ethics (Jr. Seminar) (1 hour)

Suggested Supporting Courses

- AR 205** Multi-Media Software (2 hours)
- AR 305** Typography and Logo Branding (2 hours)
- AR 303** Photography II (3 hours)

Majors in the graphic design marketing track are required to produce a senior exhibition during the spring semester of their senior year.

Visual Arts Major: Studio Track

Requirements: 52 required hours

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics (2 hours)
- AR 103** Elementary Design (3 hours)
- G-AR 131** Ceramics I (2 hours)
- AR 130** Design Software (2 hours)
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 203** Photography I (2 hours)
- AR 210** Drawing II: Figure Drawing (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 231** Ceramics I (2 hours)
- AR 303** Photography II (3 hours)
- G-AR 310** Art History (4 hours)
- G-AR 311** Art History II (4 hours)
- AR 312** Themes in Contemporary Art (3 hours)
- AR 315** Metalsmithing and Jewelry (3 hours)

- AR 325** Concentrated Study (2 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 355** Sculpture II (3 hours)
- AR 425** Concentrated Study (2 hours)
- AR 475A** Senior Concentration (3 hours)

Suggested Supporting courses

- AR 235** Graphic Design 2 (3 hours)
- AR 340** Web-based Design (3 hours)
- AR 335** Interactive Software (3 hours)

Majors in the studio track are required to produce a senior exhibition during the spring semester of their senior year.

Visual Arts Major: Licensure track for teaching Art in the Public Schools (PK-12)

Requirements: 52 required hours. In addition to the required courses in the visual arts department, licensure track art majors complete 44 hours in professional education requirements through the curriculum and instruction department.

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics (2 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software (2 hours)
- G-AR 131** Ceramics I (2 hours)
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 203** Photography I (2 hours)
- AR 210** Drawing II: Figure Drawing (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 231** Ceramics II (2 hours)
- AR 303** Photography II (3 hours)
- G-AR 310** Art History I (4 hours)
- G-AR 311** Art History II (4 hours)
- AR 312** Themes in Contemporary Art (3 hours)
- AR 315** Metalsmithing and Jewelry (3 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 355** Sculpture II (3 hours)
- AR 358/EE 301** Elementary Art Methods (2 hours)
- AR 401/CI 401** Secondary Art Methods (2 hours)
- AR 475A** Senior Concentration (3 hours)

Majors in the licensure track are required to produce a senior exhibition during the spring semester of their senior year.

Graphic Design Minor

Requirements: 21 require hours

- G-AR220** Graphic Design for Non-Art Majors (3 hours)
- AR 235** Graphic Design II (3 hours)
- AR 320** Typography & Logo Branding (3 hours)
- AR 335** Interactive Software (3 hours)
- AR 330** Graphic Design III (3 hours)
- AR 340** Web Design I (3 hours)
- AR 475G** Graphic Design IV (3 hours)

Visual Arts Minor

A minor in the visual arts may be earned by completing 18 credit hours from four course categories: 1) two foundation courses for seven credit hours, 2) four credit hours in two-dimensional courses, 3) five credit hours in three-dimensional courses, and 4) three credit hours in graphic design.

Foundation Courses: 7 hours total

Choose one of three art history courses:

- G-AR 310** Art History I, OR
- G-AR 311** Art History II, OR
- AR 312** Themes in Contemporary Art

AR 103 Elementary Design (3 hours)

Two-dimensional Courses: choose 4 hours total

G-AR 101 Drawing I (2 hours)

G-AR 102 Painting I (2 hours)

G-AR 202 Painting II (2 hours)

AR 203 Photography I (2 hours)

AR 210 Drawing II (2 hours)

Three-dimensional Courses: choose 4 hours total

G-AR 131 Ceramics I (2 hours)

AR 231 Ceramics II (2 hours)

AR 315 Metalsmithing and Jewelry (3 hours)

G-AR 350 Sculpture I (3 hours)

AR 355 Sculpture II (3 hours)

Graphic Design Course: 3 hours

G-AR 220 Graphic Design for Non-Art Majors (3 hours)