

Art and Design Program

Purpose Statement

The McPherson College art and design 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 art and design major, including graphic design, graphic design marketing, graphic design photography, studio arts, art teaching licensure, as well as two hybrid majors: digital media with an emphasis in visual design and 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 art and design 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 Art and Design 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 Art and Design 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, graphic designers, or for employment in arts-related positions, 3) teach art in the public schools, and 4) further their education in graduate school.

Art and Design Major: Graphic Design Emphasis

Requirements: 61 hours

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I (3 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software I (2 hours)
- AR 203** Photography I (2 hours)
- AR 205** Video Editing & Production (2 hours)
- AR 210** Drawing II (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** Design Software II (3 hours)
- AR 340** Web Design I (3 hours)
- AR 345** Art as Community & Social Practice (2 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 375** Junior Seminar (2 hours)
- AR 440** Web Design II (3 hours)
- AR 470** Senior Show: Digital Design (1 hour)
- AR 475G** Graphic Design IV (3 hours)

Suggested Supporting Courses

- AR 202** Painting II (2 hours)
- CM 360** Videography I (3 hours)

CM 410 Videography II (3 hours)
CM 210 Podcasting (3 hours)
BA 327 Consumer Behavior (3 hours)
BA 427 Marketing Research (3 hours)
AR 388 Internship in Graphic Design (3 hours)

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

Art and Design Major: Graphic Design Photography Emphasis

Requirements: 61 hours

G-AR 101 Drawing I (2 hours)
G-AR 102 Painting I (3 hours)
AR 103 Elementary Design (3 hours)
AR 130 Design Software I (2 hours)
AR 203 Photography I (2 hours)
AR 205 Video Editing & Production (2 hours)
AR 210 Drawing II (2 hours)
AR 230 Graphic Design I (3 hours)
AR 235 Graphic Design II (3 hours)
AR 303 Photography II (3 hours)
G-AR 311 Art History II (4 hours)
AR 320 Typography and Logo Branding (2 hours)
AR 323 Analog Photography (3 hours)
AR 330 Graphic Design III (3 hours)
AR 333 Commercial Photography I (3 hours)
AR 335 Design Software II (3 hours)
AR 340 Web Design I (3 hours)
AR 345 Art as Community & Social Practice (2 hours)
G-AR 350 Sculpture I (3 hours)
AR 375 Junior Seminar (2 hours)
AR 440 Web Design II (3 hours)
AR 403 Photography Portfolio Development (1 hour)
AR 470 Senior Show: Digital Design (1 hour)
AR 475G Graphic Design IV (3 hours)

Suggested Supporting Courses

AR 202 Painting II (2 hours)
CM 360 Videography I (3 hours)
CM 410 Videography II (3 hours)
CM 210 Podcasting (3 hours)
BA 327 Consumer Behavior (3 hours)
BA 427 Marketing Research (3 hours)
AR 388 Internship in Graphic Design (3 hours)

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

Art and Design Major: Graphic Design Marketing Emphasis

Requirements: 72 combined hours: 41 hours art + 31 hours business

G-AR 101 Drawing I (2 hours)
G-AR 102 Painting I (3 hours)
AR 103 Elementary Design (3 hours)
AR 130 Design Software I (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 Design Software II (3 hours)
AR 340 Web Design I (3 hours)
G-AR 350 Sculpture I (3 hours)

AR 440 Web Design II (3 hours)
AR 470 Senior Show: Digital Design (1 hour)
AR 475G Graphic Design IV (3 hours)
G-BA 130 Principles of Business Management (3 hours)
EC 202 Survey of Economics (3 hours)
AC 202 Survey of Accounting (3 hours)
BA 315 Business Law (3 hours)
BA 221 Marketing (3 hours)
BA 322 Advertising and Promotion (3 hours)
BA 327 Consumer Behavior (3 hours)
BA 427 Marketing Research (3 hours)

Suggested Supporting Courses

AR 205 Video Editing & Production (2 hours)
AR 305 Typography and Logo Branding (2 hours)
AR 303 Photography II (3 hours)

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

Art and Design Major: Studio Arts Emphasis

Requirements: 52 required hours

G-AR 101 Drawing I (2 hours)
G-AR 102 Painting I (3 hours)
AR 103 Elementary Design (3 hours)
G-AR 131 Ceramics I (3 hours)
AR 130 Design Software I (2 hours)
AR 202 Painting II (2 hours)
AR 203 Photography I (2 hours)
AR 210 Drawing II (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 Making (3 hours)
AR 345 Art as Community & Social Practice (2 hours)
G-AR 350 Sculpture I (3 hours)
AR 375 Junior Seminar (2 hours)
AR 475A Senior Show: Studio Arts Part A (2 hours)
AR 475B Senior Show: Studio Arts Part B (1 hour)

Suggested Supporting Courses

AR 235 Graphic Design II (3 hours)
AR 323 Analog Photography (3 hours)
AR 335 Design Software II (3 hours)
AR 340 Web Design I (3 hours)

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

Digital Media: Visual Design Emphasis

(See also Digital Media: Communication emphasis in the Communication Program section in this catalog.)

Requirements: 25 credit hours of digital media core courses and 27 credit hours of visual design emphasis.

AR 130 Design Software I (2 hours)
AR 205 Video Editing & Production (2 hours)
AR 230 Graphic Design I (3 hours)
CM 330 Persuasion and Social Influence (3 hours)
AR 335 Design Software II (3 hours)
AR 340/CM 340 Web Design I (3 hours)

CM 360 Videography I (3 hours)
CM 410 Videography II (3 hours)
AR 440/CM 440 Web Design II (3 hours)

AR 103 Elementary Design (3 hours)
AR 203 Photography I (2 hours)
AR 235 Graphic Design II (3 hours)
AR 260 UX/UI Prototyping (2 hours)
AR 265 UX/UI Application (2 hours)
AR 303 Photography II (3 hours)
AR 320 Typography & Logo Branding (2 hours)
AR 330 Graphic Design III (3 hours)
AR 333 Commercial Photography I (3 hours)
AR 375 Junior Seminar (2 hours)
AR 475G Graphic Design IV (3 hours)
AR 470 Senior Show: Digital Design (1 hour)

Suggested Supporting Courses

BA 221 Marketing (3 hours)
BA 322 Advertising and Promotion (3 hours)
BA 327 Consumer Behavior (3 hours)
BA 427 Marketing Research (3 hours)
ET 101 Creativity and Innovation (3 hours)

Majors in the digital media visual design emphasis are required to produce a senior exhibition during the spring semester of their senior year.

Art and Design Major: Licensure emphasis for teaching Art in the Public Schools (PK-12)

Requirements: 55 required hours. In addition to the required courses in the Art and Design department, licensure 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 (3 hours)
AR 103 Elementary Design (3 hours)
AR 130 Design Software I (2 hours)
G-AR 131 Ceramics I (3 hours)
AR 202 Painting II (2 hours)
AR 203 Photography I (2 hours)
AR 210 Drawing II (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 Making (3 hours)
AR 345 Art as Community & Social Practice (2 hours)
G-AR 350 Sculpture I (3 hours)
AR 358/EE 301 Elementary Art Methods (2 hours)
AR 375 Junior Seminar (2 hours)
AR 401/CI 401 Secondary Art Methods (2 hours)
AR 475A Senior Show: Studio Arts Part A (2 hours)
AR 475B Senior Show: Studio Arts Part B (1 hour)

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

Graphic Design Minor

Requirements: 21 required hours

G-AR 220 Graphic Design for Non-Art Majors (3 hours)
AR 235 Graphic Design II (3 hours)
AR 320 Typography & Logo Branding (3 hours)

AR 330 Graphic Design III (3 hours)
AR 335 Design Software II (3 hours)
AR 340 Web Design I (3 hours)
AR 475G Graphic Design IV (3 hours)

Studio Arts Minor

A minor in art and design 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 two of the following courses:

G-AR 310 Art History I, OR
G-AR 311 Art History II, OR
AR 312 Themes in Contemporary Art (3 hours)
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 (3 hours)
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 (3 hours)
AR 231 Ceramics II (2 hours)
AR 315 Metalsmithing and Jewelry Making (3 hours)
G-AR 350 Sculpture I (3 hours)

Graphic Design Course: 3 hours

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