

Institution Submitting Proposal: **University of Utah**

College, School or Division affected: **College of Fine Arts**

Department(s) or Areas(s) affected: **Arts Technology Program**

Change Description: **PROPOSED CERTIFICATE PROGRAM IN
ARTS TECHNOLOGY AT THE UNIVERSITY OF UTAH**

Proposed Beginning Date: **Upon Approval**

Institutional Signatures (as appropriate):

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PROPOSED CERTIFICATE PROGRAM IN ARTS TECHNOLOGY AT THE UNIVERSITY OF UTAH

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SECTION I The Request

The Certificate Program in Arts Technology is a plan of study designed for the undergraduate student who has a strong interest in arts technology, such as digital imaging, multimedia presentation, web design, 3-D graphics and computer visualization.

Before the nineteenth century, Arts, Philosophy and Science were very much interconnected. In the modern world, not only did these once interconnected pursuits fracture and become discrete disciplines, but each discipline broke down into more specialized categories. Categories of artistic disciplines also became more specialized and artists developed specializations in genres and mediums: drawing - charcoal, pastels, pen, ink, painting - oils, watercolor, acrylic, etc. In the post-modern world of digital technology, we are now seeing the reintegration of the arts and sciences, as images, information and communication are all translated into the universal language of data. Many art (fine art and commercial art), scientific and medical practices share in their need for digital *visualization*. It is important that students are prepared for the vast changes that have occurred in all of the professions. In order to be prepared for the changing job market, students in the proposed Certificate Program in Arts Technology at the University of Utah will learn the tools, techniques, and collaborative processes necessary for the many professional applications of computer visualization.

The Certificate Program derives its curriculum primarily from the Arts Technology Program and intended to provide a transcript outcome for students particularly interested in digitally-based art making. As part of the Certificate requirements, students also have the option of including 1-2 arts technology-related classes from outside the Arts Technology Program, upon approval.

This Arts Technology Program was conceived to form an academic environment that promotes an interdisciplinary ideal in arts computing and is the academic unit within the College of Fine Arts that organizes and administers college-level curriculum in arts computing instruction. The program provides the platform for students to explore these aspects of the arts and to learn how to integrate computer technology into their own creative processes. The Arts Technology Program's mission is to:

- Provide technology-based curriculum in the College of Fine Arts that addresses current and future needs in the arts.

- Serve students that have an interest in in-depth digital technology training as it relates to the Arts and related disciplines.
- Encourage interdisciplinary collaborative work between departments and colleges.

The Arts Technology Program fulfills this mission by sponsoring classes that compliment the existing programs and departments in Fine Arts, and elsewhere on campus, by providing basic software training in a wide variety of digital technologies used in art making. Through economy of scale, the Arts Technology Program can efficiently provide the basics so departmental faculty have the opportunity to focus their curriculum on showing their majors how to use these skills within the context of their discipline.

The Certificate Program offers two tracks, depending upon whether the student is a declared Fine Arts major or not. Each student accepted to the program will be assigned an advisor to guide him/her through the curriculum. Students begin with foundation courses that introduce them to studies in arts technology. These courses cover the basic concepts of media (visual and auditory), along with an array of software programs. The foundation courses also establish a common context and vocabulary for inquiry into the digital realm. Students then choose classes that expose them to a range of digital technologies and applications appropriate to the Arts, and finish with a capstone interdisciplinary project class that brings together much of what has been learned in previous course work. Outstanding student and faculty work will be presented each year in the annual Digital Media Festival.

Oversight is provided by the Arts Technology Advisory Committee. Its members, regular faculty from the Departments of Art & Art History, Ballet, Film Studies, Modern Dance, Music, and Theatre in the College of Fine Arts, will actively supervise the Certificate Program and its faculty on a continuing basis.

See **Appendix A** for details about the structure of the certificate.

TABLE 1: Overview of Certificate in Arts Technology Program

Certificate type	Targeted students	General Requirements
Fine Arts Major Track	Undergraduate student in a Fine Arts major	2000/3000-level foundation courses: 6 hours 3000/4000-level courses: 10-12 hours 4000-level Capstone course: 4 hours Total: 20-22 hours
University Track	Undergraduate student in a non-Fine Arts major, or post-graduate returning for certification	Two theoretical courses in two Fine Arts disciplines: 6-8 hours 2000/3000-level foundation courses: 6 hours 3000/4000-level courses: 10-12 hours 4000-level Capstone course: 4 hours Total: 26-30 hours

TABLE 2: Educational Objectives of the Arts Technology Certificate Program

Certificate Type	Objectives	Knowledge	Targeted students
Fine Arts Major Track	In-depth training in applying digital technology to the creative process in a primary area of interest	Broad knowledge of computer software and equipment used in the arts	Undergraduate student in a Fine Arts major
University Track	Overview of the creative process and in-depth training in digital technology for the arts in a primary area of interest	General overview of arts aesthetics and a broad knowledge of computer software and equipment used in the arts	Undergraduate student in a non-Fine Arts major, or post-graduate returning for certification

SECTION II Need

Computer Arts are consistently listed as one of the top ten careers choices and, as we enter the 21st Century, these computer-based art forms will likely become even more important. Computer technology has become a pervasive and necessary component of the arts, whether one is a music therapist, art historian, actor, musician, designer, photographer, or painter. The potential of new technology is so broad, and crosses so many disciplines, that this Certificate Program will provide a solid basis for defining and understanding how digital technology can be integrated into the creative process.

Since the Arts Technology Program was conceived and its first courses offered, the number of regular classes has increased from the original 3 in 1999 to 19 in the 2002-03 academic year. Enrollment has grown from 72 students in the first year to 384 in '02-03. We now offer the core course, FA 2000 – Computers in the Arts, five times a year and each section fills weeks in advance of the beginning of each semester, as do most other classes in the ArtsTech Program. The demand continues to exceed the supply of seats in classes. Clearly this area of study is very important to many students of this University.

What the ArtsTech Program lacks is a transcript outcome for students who are interested in the coursework and who will be using technology in their creative process upon graduation. None of the courses are required in any major in the College so there is currently no way to get transcript credit for this important area of study. The Certificate in Arts Technology would fill this gap. University of Utah graduates will be able to clearly demonstrate their competency in arts-based technology practices along side their major subject area.

SECTION III Institutional Impact

We anticipate little to no institutional impact with the approval of this proposal. The Certificate in Arts Technology relies almost exclusively on classes that already exist in

the College of Fine Arts, and have existed for several years. The only new courses are one foundation class (FA 3000) and the capstone class (FA 4800).

The Certificate Program will be overseen by a committee of Fine Arts faculty and administered by the existing Director and faculty of the Arts Technology Program. These are typical responsibilities of similar academic positions in every department.

The faculty, facilities, and software are already in place for the Arts Technology curriculum. We perceive no need for additional resources to implement this Certificate Program.

SECTION IV **Finances**

The Arts Technology Program, the sponsor of the proposed Certificate Program, is financially self-sufficient. The budget each year is based on SCH growth income from the previous year's enrollment. The income has proven to be adequate for the level of instruction already provided, and to offer the two additional classes created for the Certificate program, FA 3000 and FA 4800.

This income currently supports two full-time adjunct instructors and several part-time instructors. The ArtsTech Program purchases software for its classes, which is also available to all students and departments in the Fine Arts' computer labs and classrooms, as well as in Marriott Library's Media Center classrooms, where many of the classes are offered. In this way, the ArtsTech Program adds value to many other programs in the University of Utah.

Appendix A

1.1. Fine Arts Major Track

1.1.1. Objectives

The outcome of this track is to develop an in-depth understanding of digital technology and how it applies to the creative process in one or more primary areas of interest.

1.1.2. Entrance requirements

Acceptance to this program is contingent on the successful completion of the first foundation class: FA 2000 – Computers and the Arts, with a ‘B’ or better. Upon completion of FA 2000, the candidate by way of a letter of intent submits application to the Certificate program. The letter must be accompanied by a proposed study plan.

Students pursuing the Fine Arts Major Track certificate must: a) be an undergraduate Fine Arts major, or related major with special permission, in good standing; b) be at least of sophomore standing in the university; c) submit a proposed study plan; and d) obtain approval by the Arts Technology Advisory Committee.

1.1.3. Program requirements

Students of this track are required to take a minimum of 20 credit hours of courses, but at least 14 credit hours must be ArtsTech classes, to obtain the Certificate in Arts Technology. With approval, up to 6 credit hours of arts technology-related courses can be chosen from outside the ArtsTech Program to satisfy the ‘Exploration’ requirements, presumably from technology-based courses in their major departments.

Students explore a particular emphasis by choosing ArtsTech courses that meet their individual interests. Exploration areas include digital imaging, web design, multimedia production, digital audio, and 3-D modeling and rendering.

Participants are eligible for admission to the capstone class, FA 4800, only after completing at least 14 credit hours towards the Certificate.

TABLE 3: Summary of Fine Arts track Requirements

Course Type	Title	Credit Hours
Foundation	FA 2000 - Computer and the Arts FA 3000 - Designing for the Mind	6.0
Exploration	Choose 3-4 courses based on individual technology interests (up to 6 hours outside ArtsTech can be counted, upon approval)	10.0 -12.0
Capstone	FA 4800 – Capstone Projects for Certification	4.0
	Total Credit Hours:	20.0 - 22.0

1.2. University Track

1.2.1. Objectives

The outcome for this track is to provide an overview of the creative process for the undergraduate non-fine arts major, and in-depth training in digital technology for the arts in one or more primary areas of interest.

1.2.2. Entrance requirements

Acceptance to this program is contingent on the successful completion of the first foundation class (B or better): FA 2000 – Computers and the Arts.

The candidate, by way of a letter of intent, submits application after completing the foundation course, FA 2000. The letter must be accompanied by a proposed study plan, which must include which two classes in two different departments, from the approved list, will fulfill the ‘Process’ requirements of the Certificate Program (See Section 1.4.3 of this Appendix).

Students pursuing this track must: a) be an undergraduate non-fine arts major in good standing or someone with an undergraduate degree returning for certification; b) be at least of sophomore standing in the University; c) submit a proposed study plan; and d) obtain approval from the Arts Technology Advisory Committee.

1.2.3. Program requirements

Students of this track are required to take a minimum of 20 credit hours, but at least 14 credit hours must be ArtsTech classes, to obtain the Certificate in Arts Technology. Up to 6 credit hours of arts technology-related courses can be chosen from outside the ArtsTech Program to satisfy the ‘Exploration’ requirements, presumably from technology-based courses in their major departments.

The primary difference between this and the Fine Arts-track is the addition of ‘Process’ requirements. These requirements are to insure that University students, who are not in Fine Arts majors, have at least an overview of the fine arts as a discipline of study when they collaborate with Fine Arts-track students. The 6-8 hours of ‘Process’ courses must be taken prior to, or concurrently with, any ArtsTech ‘Exploration’ courses. Students can petition to waive ‘Process’ requirements if they have already taken classes from the approved list that also satisfy the Intellectual Exploration (I.E.) in Fine Arts requirement.

Students explore a particular emphasis by choosing courses that meet their individual interests. Exploration areas include digital imaging, web design, multimedia production, digital audio, and 3-D graphics.

Participants are eligible for admission to the capstone class, FA 4800, only after completing at least 14 credit hours in the program.

TABLE 4: Summary of University Track Requirements

Course Type	Title	Credit Hours
Core	FA 2000 - Computer and the Arts FA 3000 - Designing for the Mind	6.0
Process	Choose 2 general Fine Arts courses from approved list (can be waived if fulfilled by I.E. in Fine Arts requirements)	6.0-8.0
Exploration	Choose 3-4 courses based on individual interests (up to 6 hours outside ArtsTech can be counted, upon approval)	10.0 -12.0
Capstone	FA 4800 – Capstone Projects for Certification	4.0
	Total Credit Hours:	26.0-30.0

1.4. Course Descriptions

1.4.1. College of Fine Arts, Arts Technology Program

Following is the current listing of Arts Technology Courses. Due to the continually changing nature of digital technology and practices, the list of available courses will periodically change.

FINE ARTS 2000 - Computing and the Arts (Credits: 3) Prerequisite: None. Course taught: Fall, Spring, Every year

The class introduces the basic concepts of the computer as a fine arts tool. Class participants apply those concepts through creative projects that challenge and engage their understanding of the relationship between the arts and computer technology. No previous computer experience is required. This is the foundation for the Certificate Program in Arts Technology.

FA 3000 – Designing for the Mind (Credits: 3) Prerequisite: None. Course taught: Spring, Every year

This course addresses the interdisciplinary nature of arts technology and provides the student with an overview of all the arts disciplines, how they think, and how they view technology as part of the creative process. Instruction includes guest lectures by faculty and students of the College of Fine Arts and others. This is a foundation course for the Certificate in Arts Technology.

FA 3100 - Intro:net - Designing for the Web (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Every year

This course will cover the concepts and practice of creating for the World Wide Web (WWW). Through this project-oriented class, students learn the basics of Hypertext Markup Language (HTML) and site management, and learn to design for this new medium of creative expression. Advanced concepts include using Dynamic HTML, streaming and embedded video/sound, java applets, using plug-ins, and more.

FA 3200 - Experimental Animation, Video, and the Web (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Spring, Every year

This course is designed to help students establish an aesthetic and evolve a form that speaks of a personal vision. The spirit of this hands-on course is exploratory, students are offered an introduction into the aesthetic, techniques, and historical evolution of experimental media and are encouraged to sample many

stylistic, conceptual, and technical approaches while creating their own projects and group projects with contemporary tools (computers, video cameras, etc).

FA 3300 - Introduction to Computer Music Technology (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Every year

Introduction to music production using computer technology. Related topics covered are music notation, recording, and software synthesis using contemporary techniques. Basics of editing and designing sound using digital audio software. Fundamental operation and interfacing of current digital audio computer hardware examined. This class is for both musicians and non-musicians.

FA 3400 - Introduction to Media Effects (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Every year

An in-depth look at Special Effects and Animation for broadcasting mediums, namely television and the Internet. The study will involve tools such as Adobe After Effects, PhotoShop, Illustrator, and LiveMotion. Will also review other tools and options in the field. Projects will include .SWF animation, video effects, and post-production.

FA 3450 - Introduction to Media Authoring (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Spring, Every year

An in-depth look into CD and DVD authoring. Tools will include Macromedia Director and Apple's DVD Studio Pro. Other tools and options will be reviewed. These will include QuickTime Pro, iMovie and Flash integration. Projects will include a fully functional CD interface, and DVD interface design.

FA 3600 - Writing for New Media (Credits: 3) Prerequisite: None. Course taught: Fall, Spring, Summer, Every year. Fulfills University upper division communication writing requirement.

With the advent of CD ROM, DVD, and the World Wide Web, the role of the writer is changing. Today's writer must be keenly aware of the technological and creative ramifications of this new medium. This course will provide students with a theoretical base to write in various multimedia environments as well as the practical tools necessary to develop interactive, non-linear documents. Like a traditional writing course, Writing for New Media will cover the basics of writing: prewriting, drafting, and revising; however, students will learn how changes in the medium necessitate changes in the traditional model. Topics covered will include, but are not limited to the following: History of Hypertext, Hypertext: Theory and Practice, Literary Theory and its impact on New Media, The Non-linear Narrative, Writing for the Gaming Industry, Storyboarding, Web Authoring, Software Selection, Legal Issues for the Digital Writer, and Hypermedia and the Future.

FA 3700 - Multimedia Graphics (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Spring, Every year

Looks at Adobe Photoshop as a tool to create rich media for photography, advertising, web pages, and animation. Related software includes Adobe Illustrator and others. Provides a thorough introduction to the use of digital imaging technology.

FA 3730 - Beginning Video Production/ Editing (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Spring, Summer, Every year

Introduction to basic filmmaking narrative techniques & non-linear video editing using Adobe Premiere and others.

FA 3800 - Special Topics in Arts Technology (Credits: 1-5) Prerequisite: Departmental consent. Course taught: Fall, Spring, Summer, Every year

A variety of topics in arts and technology.

FA 4100 - Interactive Media Design (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Spring, Every year

Focuses on concepts of interactive multimedia technology in the context of web design, although the technology can be distributed in many other mediums. Projects combine graphics, sound, animation, text, and video to create interactive digital content. Discussions include defining narrative in the digital age, and design layout and graphics with respect to aesthetic principles.

FA 4200 - New Media Development for the Arts (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Every year

Students will concentrate on the process of designing and programming fully interactive non-linear CD-ROM presentations in 2D and 3D environments, using computer gaming as the focus. Lectures will include analysis of some of today's greatest games and explore all forms of game media: arcade, Internet, learning and console. The class involves primarily Macromedia Flash and Director as the authoring tools. It is recommended that you already know Photoshop and Illustrator before taking this class.

FA 4300 - Introduction to 3-D Computer Graphics (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Fall, Every year

Overview of three-dimensional computer graphics on a Macintosh platform. Students develop a working knowledge of realistic rendering and three-dimensional drawing technology as it applies to design in the arts. Students will finish with a substantial portfolio of computer generated work.

FA 4350 - 3-D Modeling and Rendering (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Spring, Every year

Study of complex computer modeling and rendering techniques using Alias/Wavefront Maya. Students develop a practical knowledge of three-dimensional object modeling and visualization as it applies to the arts. This is one of two courses using Maya that can be taken independently of each other.

FA 4360 - 3-D Dynamics and Motion (Credits: 4) Prerequisite: FA2000/ ArtsTech students, or instructor's consent. Course taught: Summer, Every year

This course covers complex object dynamics and motion using Alias/Wavefront Maya. Students create sophisticated projects using these computer-generated techniques and research outstanding examples of 3-D object dynamics and motion in many forms including music videos, business presentations, games, and television. This is one of two courses using Maya that can be taken independently of each other.

FA 4800 - Capstone Projects for Certification (Credits: 4) Prerequisite: Departmental consent. Course taught: Spring, Every year

For anyone pursuing the Certificate in Arts Technology, this is the capstone course. Upon completion of other certificate requirements, students of every discipline gather to produce collaborative technology-based works under the supervision of Fine Arts.

FA 4850 - Internship (Credits: 3-8) Prerequisite: Departmental consent. Course taught: Summer, Fall, Spring, Every year

Allows a student to receive credit for approved internship positions. Consultation with appropriate faculty member is required.

FA 4900 - Independent Research Project (Credits: 1-5) Prerequisite: Departmental consent. Course taught: Fall, Spring, Summer, Every year

1.4.2. Examples of Related Courses, University of Utah

Given the interdisciplinary objective of the Certificate in Arts Technology, students may include up to 6 credit hours of courses from other departments and colleges in their study plan. Below is a brief list of related classes that would make appropriate choices. This list will continue to change as other appropriate classes are identified.

Department of Communications, College of Humanities

COMM 3510: Intro to Web Design
COMM 3550: Principles of Visual Communication
COMM 5510: Advanced Web Design
COMM 5550: Digital Imaging
COMM 5560: Visual Communication
COMM 5570: Advanced Visual Editing

School of Computer Science

CS 1010 Intro to Unix
CS 2010 Intro to Computer Science I
CS 2020 Intro to Computer Science II

Division of Film Studies, College of Fine Arts

3710 Beginning Film Making
4500 Beginning Animation
4510 Intermediate Animation
4700 Computer Animation I
4710 Computer Animation II
5280 Animation & Experimental Film Survey

Department of Music, College of Fine Arts

1350 Music Technology I
1352 Music Technology II

1.4.3. Approved 'Process' Fine Arts Courses for the University Track

Students must choose two classes from two different departments.

Art

1010 Introduction to the Visual Arts (3) Fulfills Fine Arts Foundation.
1040 Basic Design (3) Fulfills Fine Arts Foundation.
1060 Basic Drawing (3) Fulfills Fine Arts Foundation.
1070 Handbuilding Ceramics (3) Fulfills Fine Arts Foundation.
1790 Creative Problem Solving (4) Fulfills Fine Arts Foundation.
2060 Beginning Photography for Non-art Majors (3) Fulfills Fine Arts Foundation.
2070 Wheelthrown Pottery (3) Fulfills Fine Arts Foundation.
2080 Beginning Painting (3) Recommended Prerequisite: ART 1060. Fulfills Fine Arts Foundation.

Art History

- 2500 **Introduction to Art History** (3) Fulfills Fine Arts or Humanities Foundation.
- 3000 **Arts of Japan** (3) Fulfills Fine Arts or Humanities Integration.
- 3020 **Arts of China** (3) Fulfills Fine Arts or Humanities Integration.
- 3030 **Buddhist Art** (3) Fulfills Fine Arts or Humanities Foundation.
- 3100 **Antiquity: The Classical Ideal** (3) Fulfills Fine Arts or Humanities Integration.
- 3150 **Medieval Art and Architecture** (3) Fulfills Fine Arts or Humanities Integration.
- 3170 **East Mediterranean Cultures** (3)
- 3200 **Renaissance Europe** (3) Fulfills Fine Arts or Humanities Integration.
- 3250 **Baroque Art in Europe** (3) Fulfills Fine Arts or Humanities Integration.
- 3310 **Revolutionary Era** (3) Fulfills Fine Arts or Humanities Integration.
- 3320 **Romantic Era** (3) Fulfills Fine Arts or Humanities Integration.
- 3330 **Realism and Impressionism** (3) Fulfills Fine Arts or Humanities Integration.
- 3400 **History of Art Criticism** (3)
- 3410 **Survey of Early Twentieth-Century Art and Architecture** (3) Fulfills Fine Arts or Humanities Integration.
- 3420 **Survey of Late Twentieth-Century Art and Architecture** (3) Fulfills Fine Arts or Humanities Integration.

Ballet

- 1140 **Beginning Ballet Technique: Non-major** (3) Fulfills Fine Arts Foundation.
- 1190 **Ballet Basics - Non Major** (2)
- 1230 **Ballet Technique: Second Year, Non-majors** (3)
- 1350 **Basics of Jazz Dance: Non-majors** (2)
- 1730 **The Performing Arts** (3) Cross listed as UGS 1730. Fulfills Fine Arts Foundation.

Film Studies

- 2200 **Introduction to Film** (4) Cross listed as ENGL 2200. Fulfills Humanities Foundation.
- 3210 **American Film and Culture** (4) Cross listed as ENGL 3210. Fulfills Fine Arts or Humanities Integration.
- 3220 **Cinematic Visions** (4) Cross listed as ENGL 3220.
- 3310 **History of Film** (4) Fulfills Fine Arts Integration.
- 3320 **History of Film** (4) Fulfills Fine Arts Integration.
- 3710 **Beginning Film Making** (4)
- 3760 **Film and Culture** (4)

Modern Dance

- 1010 **Beginning Modern Dance** (1)
- 1020 **Intermediate Modern Dance** (1)
- 1023 **Dance Composition for Nonmajors** (3) Fulfills Fine Arts Integration.
- 1030 **Advanced Modern Dance** (2)
- 1071 **Dance in Culture** (3) Fulfills Fine Arts Foundation and Diversity.
- 1072 **Dance Experience in Cultural Forms** (3) Fulfills Fine Arts Integration.
- 1075 **Dance: A Creative Process** (3) Fulfills Fine Arts Foundation.

Music

- 1020 **Listener's Approach to Music** (3)
- 1236 **Survey of Jazz** (3) Fulfills Fine Arts Foundation and Diversity.
- 1450 **Elements of Music** (3)
- 1640 **Introduction to Music** (3) Fulfills Fine Arts Foundation.

1820 Dante and Music (3) Fulfills Fine Arts Foundation.

3002 Great Composers (2)

3006 Enjoyment in Music (2)

3110 Concepts of Musical Style I (3) Fulfills Fine Arts Integration.

3200 Critical Inquiries in Music: Culture, Class, Economics (3) Fulfills Fine Arts Integration.

Theatre

1010 Survey of Theatre (3) Fulfills Fine Arts Foundation.

1040 Dramatic Arts in Television (3) Fulfills Fine Arts Foundation.

1050 Introduction to the Visual Art of Theatre (3) Fulfills Fine Arts Foundation.

1760 American Political Theatre (3) Fulfills Diversity & Fine Arts Foundation.

1770 The American Experience Through Black Theatre (3) Fulfills Diversity & Fine Arts Foundation.