The Bachelor of Arts is a studio-based fine art program that offers an investigation into visual studies and various cultures, giving students a way of developing their own vision of creative practice as well as an understanding of the relationship between form and meaning. To achieve this level of consciousness around arts practice, students are offered a balance between studio courses in drawing/painting and digital media with visual studies courses that focus on the historical, theoretical, and critical interpretation of visual art. This exploration of art methods creates a more visually and conceptually astute student through making. Students' education, experience, and training in understanding creative practices takes full advantage of the remarkable scope of the College of Arts, Media and Design. Some courses in this program are offered in locations abroad including Iceland, Ireland, Japan, and Galapagos, where students have an intensive and immersive creative experience during five-week summer sessions. Additionally, students may opt to enroll in select courses at the University of the Arts London (https://www.arts.ac.uk/? utm_source=qs\&utm_medium=profile\&utm_campaign=referralsites) (UAL), fine art at Central Saint Martins (https://www.arts.ac.uk/subjects/fine-art/undergraduate/ba-hons-fine-art-csm/) campus. This unique opportunity allows students to spend a semester in London while discovering a new culture.

The visual studies concentration examines both the production and public reception of art across regions, contexts, periods, and media, foregrounding arts' status as both a material artifact and an act of social communication. Courses reflect the active research profiles and professional experience of its distinguished faculty who all prioritize accessibility, collaboration, and cutting-edge research. Lectures and seminars take advantage of Northeastern University's proximity to area museums and cultural centers-including the Institute of Contemporary Art and the Museum of Fine Arts, Boston-and Boston campus facilities and initiatives like Gallery 360 and the Center for the Arts. Other dynamic resources include Northeastern's own renowned archives in Boston or equivalent local museums and galleries offering tangible case studies to consider how criticism coalesces into the historical record. Visual studies introduce students to a broad range of creative careers endemic to the fields of design, publishing, curation, conservation, and scholarship.

The Department of Art + Design uses communal studio space to train students in painting and drawing processes. The department also hosts a fabrication lab that supports a wide range of material-based research for the CAMD community. Beyond the foundation-level courses required for all students, the makerspace provides the resources for prototyping processes ranging from model making, woodworking, CAD, as well as digital fabrication through laser cutting, 3D scanning, and 3D printing.

## Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

## Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/).

## BA Language Requirements

All BA students are required to complete the BA degree language requirements, for a total of 12 semester hours of language study or demonstrated equivalent proficiency, as described in Additional Requirements for BA students (http://catalog.northeastern.edu/undergraduate/university-academics/nupath/ba-requirements/). Successful demonstration of proficiency does not reduce total minimum semester hours of study required to earn the BA degree.

## NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/ nupath/).

NUpath requirements Creative Expression/Innovation (EI), Interpreting Culture (IC), and Societies and Institutions (SI) are met through the major course requirements.

NUpath requirements Natural and Designed World (ND), Formal and Quantitative Reasoning (FQ), Analyzing and Using Data (AD), Differences and Diversity (DD), and Ethical Reasoning (ER) must be met through general electives.

## Art and Design Core

| Code | Title | Hours |
| :--- | :--- | ---: |
| Introduction |  | 1 |
| ARTF 1000 | Art and Design at Northeastern |  |
| Fundamentals |  | 4 |
| ARTF 1122 | Color and Composition (with optional ARTF 1123) |  |
| ARTF 1124 | Form and Structure | 5 |
| and ARTF 1125 | and Form and Structure Tools |  |


| ARTF 2220 and ARTF 2221 | Movement and Time and Movement and Time Tools | 5 |
| :---: | :---: | :---: |
| ARTF 2223 and ARTF 2224 | Experience and Interaction and Experience and Interaction Tools | 5 |
| Drawing Elective |  |  |
| ARTF 1120 or ARTF 1121 | Observational Drawing Conceptual Drawing | 4 |
| Art History Required |  |  |
| ARTH 1001 and ARTH 1002 | Visual Intelligence and Seminar in Visual Intelligence | 4 |
| ARTH 3000 | Topics in Visual Studies | 4 |
| ARTH 4000 | Topics in Visual Studies | 4 |
| Art History Elective |  |  |
| Complete any ARTH course, not taken for the concentration. |  |  |
| If ARTH 3000 or ARTH 4000 (or any other topics course in the subject listed above) is completed more than once, the additional completions may be allowed toward the electives. |  |  |
| Capstone |  |  |
| ARTD 4530 | Media Arts Degree Project | 4 |

## Concentration or Electives

Complete the following concentration or the electives linked below:

- Concentration in Visual Studies (p. 2)
- Electives Option (p. 3)


## Major GPA Requirement

A major GPA of 2.500 is required.

## Program Requirement

129 total semester hours required

## Concentration in Visual Studies

Code Title
Art and Design History Electives
Complete five of the following courses as long as prerequisites have been met. At least one must be at the 4000 level.
Courses in architectural history and media and screen studies may also be used upon approval by the program coordinator.
If ARTH 3000 or ARTH 4000 (or any other topics course in the options listed below) is completed more than once, the additional
completions may be allowed toward the electives. completions may be allowed toward the electives.

| ARTE 2501 | Art and Design Abroad: History |
| :--- | :--- |
| ARTH 1100 | Interactive Media and Society |
| ARTH 1400 | The Science of Art, the Art of Science |
| ARTH 2200 | Topics in Design History |
| ARTH 2210 | Modern Art and Design History |
| ARTH 2211 | Contemporary Art and Design History |
| ARTH 2212 | Survey of the Still and Moving Image |
| ARTH 2215 | History of Graphic Design |
| ARTH 2313 | Global Networks in Early Modern Art and Visual Culture |
| ARTH 3000 | Topics in Visual Studies |
| ARTH 3211 | Performance Art |
| ARTH 4000 | Topics in Visual Studies |
| ARTH 5100 | Contemporary Art Theory and Criticism |
| ARTH 5600 | Landscape and Ecology in Visual Culture |

## Electives Option

## Code

## Title

## Hours

## Arts, Media and Design Electives

Complete any five courses from the following lists as long as prerequisites have been met. At least one must be at the 4000
level.
Art + Design
If a topics course is completed more than once, the additional completions may be allowed toward the arts, media and design electives.

| ARTD 2100 | Narrative Basics |
| :---: | :---: |
| ARTD 2340 | Introduction to Computational Creative Practice |
| ARTD 2360 and ARTD 2361 | Introduction to Photography and Photo Tools |
| ARTD 2370 and ARTD 2371 | Animation Basics and Animation Tools |
| ARTD 2380 and ARTD 2381 | Video Basics and Video Tools |
| ARTD 3000 | Topics in Media Arts |
| ARTD 3460 | Photography: Concept + Process |
| ARTD 3470 | Animation 1 |
| ARTD 3471 | Virtual Environment Design |
| ARTD 3472 | Character Design for Animation |
| ARTD 3473 | Animation for Games |
| ARTD 3480 | Video: Sound and Image |
| ARTD 4565 | Photography: Visual Strategies + Context |
| ARTD 4570 | Animation 2 |
| ARTD 4575 | Animation 3 |
| ARTD 4660 | Studio Photography |
| ARTD 4661 | Photography: Experimental Processes |
| ARTE 2301 | The Graphic Novel |
| ARTE 2500 | Art and Design Abroad: Studio |
| ARTE 2501 | Art and Design Abroad: History |
| ARTE 3901 | Art and Design Special Topics |
| ARTE 4901 | Special Topics in Art and Design Studio |
| ARTG 1250 | Design Process Context and Systems |
| ARTG 2250 and ARTG 2251 | Typography 1 and Type Tools |
| ARTG 2252 | Graphic Design Principles |
| ARTH 1100 | Interactive Media and Society |
| ARTH 1400 | The Science of Art, the Art of Science |
| ARTH 2200 | Topics in Design History |
| ARTH 2211 | Contemporary Art and Design History |
| ARTH 2210 | Modern Art and Design History |
| ARTH 2313 | Global Networks in Early Modern Art and Visual Culture |
| ARTH 3000 | Topics in Visual Studies |
| ARTH 3211 | Performance Art |
| ARTH 4000 | Topics in Visual Studies |
| ARTH 5100 | Contemporary Art Theory and Criticism |
| ARTH 5600 | Landscape and Ecology in Visual Culture |
| ARTS 2340 | Painting Basics |
| ARTS 2341 | Figure Drawing |
| ARTS 3449 | Drawing in Mixed Media |
| Architecture |  |
| ARCH 1310 and ARCH 1311 | Buildings and Cities, A Global History and Recitation for ARCH 1310 |


| ARCH 1450 | Understanding Design |  |
| :---: | :---: | :---: |
| ARCH 2330 | Architecture and the City in the Nineteenth Century |  |
| ARCH 2340 | Modern Architecture |  |
| Communication Studies |  |  |
| COMM 1101 | Introduction to Communication Studies |  |
| Game Design |  |  |
| GAME 1110 | Games and Society |  |
| Journalism |  |  |
| JRNL 1150 | Understanding Today's News |  |
| Media and Screen Studies |  |  |
| MSCR 1220 | Media, Culture, and Society |  |
| MSCR 1230 | Introduction to Film Production |  |
| MSCR 2220 | Understanding Media |  |
| MSCR 2336 | American Film and Culture |  |
| Music |  |  |
| MUSC 1113 | Film Music |  |
| Theatre |  |  |
| THTR 1101 | Introduction to Theatre |  |
| THTR 1270 | Introduction to Theatrical Design |  |
| University of the Arts London |  |  |
| Optional Londo at University of requirements. | nagement at Central Saint Martins, University of the Arts London. Specific courses ved for transfer to a student's Northeastern University record to apply toward AMD academic advisor for approval prior to registration. | 16 |

## Plan of Study

## Sample Four Years, Two Co-ops in Spring/Summer 1 Plan of Study Optional

## Year 1

| Fall | Hours |  | Spring | Hours |  | Summer 1 | Hours |  | Summer 2 | Hours |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ARTF 1000 |  |  | ARTF 1124 and ARTF 1125 |  |  | Foreign language |  |  | Elective |  | 4 |
| ARTF 1122 (with optional ARTF 1123) |  |  | ARTF 2223 and ARTF 2224 |  | 5 | Elective |  | 4 | Elective |  | 4 |
| ARTF 2220 and ARTF 2221 |  | 5 | Art history elective 2 |  | 4 |  |  |  |  |  |  |
| ARTH 1001 and ARTH 1002 |  |  | Foreign language |  | 4 |  |  |  |  |  |  |
| ENGW 1111 |  | 4 |  |  |  |  |  |  |  |  |  |
|  |  | 18 |  |  | 18 |  |  | 8 |  |  | 8 |
| Year 2 |  |  |  |  |  |  |  |  |  |  |  |
| Fall | Hours |  | Spring | Hours |  | Summer 1 | Hours |  | Summer 2 | Hours |  |
| ARTF 1120 or 1121 |  |  | Co-op |  | 0 | Co-op |  | 0 | Elective |  | 4 |
| ARTH 3000 |  | 4 |  |  |  |  |  |  | Elective |  | 4 |
| Arts, media and design elective |  | 4 |  |  |  |  |  |  |  |  |  |
| Foreign language |  | 4 |  |  |  |  |  |  |  |  |  |
| EEAM 2000 |  | 1 |  |  |  |  |  |  |  |  |  |
|  |  | 17 |  |  | 0 |  |  | 0 |  |  | 8 |
| Year 3 |  |  |  |  |  |  |  |  |  |  |  |
| Fall | Hours |  | Spring | Hours |  | Summer 1 | Hours |  | Summer 2 | Hours |  |
| ARTH 4000 |  |  | Co-op |  |  | Co-op |  | 0 | Elective |  | 4 |
| Arts, media and design elective |  | 4 |  |  |  |  |  |  | Elective |  | 4 |
| Elective |  | 4 |  |  |  |  |  |  |  |  |  |



Total Hours: 133

Notes:
Optional study abroad with University of the Arts London (https://www.arts.ac.uk/?
utm_source=qs\&utm_medium=profile\&utm_campaign=referralsites), based in the heart of one of the world's creative capitals, London. Students from this program will have the opportunity to spend their second spring semester in London studying fine art at Central Saint Martins (https:// www.arts.ac.uk/subjects/fine-art/undergraduate/ba-hons-fine-art-csm/).

