



VISUAL ARTS

Area F Learning Outcomes

The Area F learning outcomes suggested below are guidelines intended to be interpreted by each institution to best fit their specific programs of study.

1. Demonstrate basic skills in drawing and design in a variety of media.
2. Demonstrate knowledge of individual artists, their styles and outline the elements of architecture from around the world.
3. Demonstrate knowledge of terms, principles and visual concepts in design and art history.

Reviewed by the Council on General Education, October 24, 2014

Approved by the Regents Administrative Committee on Academic Affairs, February 18, 2015

Area F Course Guidelines

Eighteen (18) semester hours selected from the following:

Drawing I	0-6 hours
Drawing II	0-6 hours
Two-Dimensional Design/Color Theory	0-6 hours
Introductory Studio	0-6 hours
Art History I and II	0-6 hours
Three-Dimensional Design	0-6 hours

Area F consists of lower-division (1000- and 2000-level) courses related to the discipline of the program of study and courses which are prerequisite to the higher level major courses.