

2. The written complaint or incident report should include the nature of the offense, date, approximate time and location of incident. The name of the victim, offender and any witness/s may be included.

3. Complaints or incident reports should be submitted within 48 hours after the alleged violation occurred unless there are extenuating circumstances requiring a longer timeframe.

The Chief Conduct Officer or his/her delegate may review and investigate the complaint to determine if the allegations have factual merit, to identify violations of the Student Conduct Policy, and to impose sanctions for such violations.

Generally, the accused should be given the opportunity to tell his or her account of the situation and to provide this information, in writing, unless the College determines that the circumstances do not warrant disclosure of some or all of the facts.

Search of Student's Property

Students have no expectation of privacy in their personal property while on campus. The College reserves the right to search the contents of students' personal property or belongings at any time and for any reason, including when there is reasonable suspicion on the part of the Institute staff that a risk to the health, safety or welfare of students, and/or the school community exists and including searches pursuant to an investigation of potential wrong doing. This includes but is not limited to vehicles brought onto property leased, owned or controlled by the school, backpacks, portfolios and clothing. This policy also applies to student property in Campus Sponsored Housing, student e-mail and/or computers.

Notification and Determination of Violations that Warrant Disciplinary Meeting

1. The Chief Conduct Officer or a delegate may choose to conduct a disciplinary meeting. Potential attendees include a student or students, the Chief Conduct Officer or his/her delegate and others who may have relevant information. The Student should receive advance notice of the allegations and the reason for the meeting.

2. After the meeting the Chief Conduct Officer or his/her delegate will determine whether it is more likely than not that a violation occurred, may render and communicate the decision to the student in writing, which shall describe the violation and the sanctions imposed, if any, and the student's right to appeal. If the Chief Conduct Officer determines that there was no violation, that decision may be documented in writing to the student as well.

- If a student fails to appear for the meeting, the Chief Conduct Officer or his/her delegate may make a determination of violations of The Art Institute policies on the basis of the information available, and impose sanctions for such violations.

Notification and Determination of Violations that Warrant Disciplinary Hearing or Panel

In some cases, involving serious violations, the Chief Conduct Officer or his/her delegate, hereby referred to as "Hearing Officer", in his or her sole discretion, may choose to assemble a Disciplinary Panel to adjudicate the process.

1. The Hearing Officer may immediately (before a hearing takes place) remove the student from the campus community pursuant to an Interim Suspension until the Disciplinary Panel is convened. (see interim suspension)
2. The Student should receive advance notice of the allegations and the reason for the meeting. A student may forgo attendance at the hearing and a determination of the sanction will be made by the Disciplinary Panel.
3. Hearings normally shall be conducted in private. The Disciplinary Hearing is an academic hearing, not a legal hearing. Therefore, legal counsel is not allowed at the hearing.
4. The student may be accompanied by one person (family member, friend, etc.) to provide support. The committee may prohibit from attending or remove any person who disrupts the proceedings of the committee
5. In Hearings involving more than one student, the Hearing Officer, in his or her discretion, may permit the hearing concerning each student to be conducted separately.
6. The Disciplinary Panel may hear from any person who may have relevant information and the Panel may review any documents presented to them. a) Pertinent records, documents and written statements may be considered by the Hearing Officer at his/her discretion. b) The Disciplinary Panel may ask questions and may seek information not provided to it.
7. The Disciplinary Panel may determine whether it is more likely than not that a violation occurred. The Panel should communicate to the Hearing Officer its decision and its recommended sanction, if any.
8. After the Hearing, the Hearing Officer will issue a written decision to the accused student which identifies the accusations and the panel's conclusions, any sanctions, and the student's right of appeal.
9. In general, the accused should have access to the documentation reviewed by the panel, however identifying names and information may be removed from the documentation when necessary to protect other student's privacy rights.

Disciplinary Panel

A Disciplinary Panel may consist of members of the College Executive Committee, Campus Staff, Faculty or Student Body. When students are permitted on the Panel, the accused student should sign a form granting permission to release his/her educational records to a student serving on the Panel. Failure to sign the permission constitutes an agreement to have no student on the Panel.

Administrative Interim Suspension

Students may be administratively suspended on an Interim basis when:

1. Serious allegations are being investigated;
2. Serious allegations are pending before a disciplinary panel;
3. In advance of a disciplinary panel hearing; or
4. When a student potentially poses a threat of harm to himself, to others, or to property of the Institute or a member of the Institute community.

During the Interim Suspension, students are denied access to Campus Sponsored Housing and/or to the school (including classes, labs, Library) and/or all other school activities or privileges for which the student might otherwise be eligible, as the Chief Conduct Officer or his/her designee may determine to be appropriate.

This Interim Suspension period should last no longer than three business days, and the Chief Conduct Officer or his/her delegate may make reasonable provisions to provide for accommodations of a student in Campus Sponsored Housing.

The Interim Suspension is not to be considered disciplinary, but it is a tool to separate potential adversaries until a reasoned decision can be made.

Section VIII – Appeal Procedures

Students have a right to appeal disciplinary actions when they believe they have extenuating circumstances or believe themselves to have been treated in an arbitrary or biased fashion or without adherence to the College policies and procedures.

- During an appeal, the student should continue to obey the terms of the decision, i.e., a student who has been suspended from school may not be on school property, a student dismissed from Campus Sponsored Housing must leave in accordance with the directions indicated in the decision
- The student must write a letter of appeal in the student's own words, addressed to the President of the College or his/her delegate. This letter must clearly state the extenuating circumstances or the grounds for believing the decision was arbitrary or biased or that it was without adherence to the College's policies and procedures, and provide any supporting documentation. It must be delivered to the President or his/her delegate within seven calendar days following the student's receipt of the decision.
- Students should provide documentation to support the allegations of the appeal.

- The President or his/her delegate may appoint an ad hoc committee to review appeals and make a recommendation regarding disposition of the appeal within 30 days of the date of receipt of the appeal. This committee will be comprised of faculty or staff members not involved in making the initial disciplinary decision.
- The President and/or the committee may decide to convene an appeal hearing. The student will be notified in writing of the date and time of the appeal. The student is expected to attend the meeting, and failure to do so, for other than documented emergencies, may be considered forfeiture of the right to present further information regarding the appeal.
- The student making the appeal may be provided an opportunity to address the committee in person. The student may be accompanied by one person (family member, friend, etc.) as an observer. The committee may prohibit from attending or remove any person who disrupts the proceedings of the committee.
- The Appeal Committee is an academic hearing, not a legal hearing. Therefore, legal counsel is not allowed at the meeting.
- Audio recording of the academic hearing is not permitted. Minutes of the meeting are confidential.
- Following appropriate review and deliberation, the committee will report to the President or his/her delegate with its recommendation following its review of the appeal. The President or his/her delegate will render a written decision on the appeal within thirty calendar days from receipt of the appeal. The decision will be final.

THE ART INSTITUTE OF COLORADO ANTI-HAZING POLICY

Hazing involving The Art Institute of Colorado's students or student groups is strictly prohibited. Hazing is defined as any action or situation that recklessly or intentionally endangers the mental or physical health or safety of a student for the purpose of initiation or admission into or affiliation with any club or organization operating under the sanction of an institution of higher education.

For purposes of this definition, any activity as described in this definition that the initiation or admission into or affiliation with a club or organization is directly or indirectly conditioned shall be presumed to be "forced" activity, the willingness of an individual to participate in such activity notwithstanding. This policy is applicable to all students and members of a student club or organization at The Art Institute of Colorado. Every student and member of a student club or organization is responsible for complying with this policy.

Individuals and/or student clubs that force, require, and/or endorse violations will be held directly responsible through the College's student conduct process and if appropriate, through local authorities, which may pursue criminal action. Students who wish to make a complaint under this policy should contact the Director of Student Services. The negligence or consent of a student or any assumption of risk by the student is not a defense to an action brought pursuant to this policy. Student club activities or programs must not interfere with the rights and activities of others

and should always reflect the best interests of the members of the organization it represents and the College community as a whole. In all cases of alleged violations of this policy, faculty and staff advisors and the national/international headquarters, if applicable, of any organization will be notified.

STUDENTS RIGHT-TO-KNOW ACT

According to regulations published by the Department of Education based on the Student Right-to-Know Act, the graduation/completion rates for first-time, full-time students who entered school and graduated/completed within 150% of the normal time to complete the program, as published in the catalog, must be made available to current and prospective students. You may obtain this information in the Admissions Office.

FAMILY EDUCATION RIGHTS AND PRIVACY ACT (FERPA)

The Family Educational Rights and Privacy Act of 1974, as amended ("FERPA") sets out requirements designed to afford students certain rights with respect to their education records. In addition, it puts limits on what information The Art Institute of Colorado (herein after, "the College") may disclose to third parties without receiving prior written consent from the student.

I. Procedure to Inspect Education Records

Students have the right under FERPA to inspect and review their education records. A student who wishes to inspect and review his/her records should submit a written request to the Registrar. The request should identify as precisely as possible the records the student wishes to inspect. If the requested records are subject to inspection and review by the student, arrangements for access will be made within a reasonable period of time but in no case more than 45 days after the request was made, and the student will be notified of the time and place where the records may be inspected. The school may require the presence of a school official during the inspection and review of a student's records.

Certain limitations exist on a student's right to inspect and review their own education records. Those limitations include, for example, the following: (i) financial information submitted by parents; (ii) confidential letters and recommendations placed in their files prior to January 1, 1975; (iii) confidential letters and recommendations placed in their files after January 1, 1975 to which the student has waived his or her right to inspect and review and that are related to the student's admission, application for employment or job placement, or receipt of honors. In addition, the term "education record" does not include certain types of records such as, by way of example, records of instructional, supervisory, administrative, and certain educational personnel that are in the sole possession of the maker thereof, and are not accessible or revealed to any other individual except a substitute.

When a record contains personally identifiable information about more than one student, the student may inspect and review only the information that relates to him/her personally.

II. Disclosure of Educational Records

The College generally will not permit disclosure of personally identifiable information from the records of a student without prior written consent of the student. Personally identifiable information is disclosed (some items are mandatory, some discretionary) from the records of a student without that student's prior written consent to the following individuals or institutions or in the following circumstances:

1. To the College officials who have been determined by the school to have legitimate educational interests in the records. A school official is:
 - a. a person employed by the school or its corporate parent in an administrative, supervisory, academic or research, or support staff position. This includes, but is not limited to human resources and accounting staff for purposes of the tuition reimbursement plan; or
 - b. a person employed by or under contract to the school to perform specific tasks, such as an auditor, consultant, or attorney, a person on the Board of Trustees, or a student serving on an official committee or assisting another school official.

Any school official who needs information about a student in the course of performing instructional, supervisory, advisory, or administrative duties for the College has a legitimate educational interest.

2. To certain officials of the United States Department of Education, the Comptroller General of the United States, the Attorney General of the United States, and state and local educational authorities in connection with state or federally supported educational programs.
3. In connection with the student's request for, or receipt of, financial aid necessary to determine the eligibility, amounts or conditions of financial aid, or to enforce the terms and conditions of the aid.
4. To organizations conducting certain studies for, or on behalf of, the school.
5. To accrediting commissions, state licensing, or regulatory bodies to carry out their functions.
6. To parents of a dependent student, as defined in Section 152 of the Internal Revenue Code.
7. To comply with a judicial order or lawfully issued subpoena.
8. To appropriate parties in health or safety emergencies.
9. To officials of another school in which a student seeks or intends to enroll.
10. To an alleged victim of a crime of violence or a non-forcible sexual offense, the final results of the disciplinary proceedings conducted by the school against the alleged perpetrator of that crime or offense with respect to that crime or offense.
11. To persons in addition to the victim of a crime of violence or non-forcible sexual offense, the final results of the disciplinary proceedings described in paragraph 10 above but only if the school has determined that a student is the perpetrator of a crime of violence or non-forcible sexual offense, and with respect to the allegation made against him or her, the student has committed a violation of the institution's rules or policies. (The school, in such instances, may only disclose the name of the perpetrator - not the name of any other student, including a victim or witness - without the prior written consent of the other student(s)).
 - a. Both the accuser and the accused must be informed of the outcome of any institutional disciplinary proceeding brought alleging a sex offense. Compliance with this paragraph does not constitute a violation of the Family

Educational Rights and Privacy Act (20 U.S.C. 1232g). For the purpose of this paragraph, the outcome of a disciplinary proceeding means only the institution's final determination with respect to the alleged sex offense and any sanction that is imposed against the accused.

12. To a parent regarding the student's violation of any federal, state, or local law or of any rules or policy of the school governing the use or possession of alcohol or a controlled substance if the school determines that the student has committed a disciplinary violation with respect to that use or possession, and the student is under 21 at the time of the disclosure to the parent.
13. Directory information (see Section IV below).
14. Student Recruiting Information as requested by the U.S. Military. Student recruiting information includes ONLY: name, address, telephone listing, age or date of birth, class level, academic major, place of birth, degrees received and most recent educational institution attended. It does not include, and the College does not provide: social security numbers, race, ethnicity, nationality, grade point average (GPA), grades, low performing student lists, religious affiliation, students with loans in default, veteran's status, and students no longer enrolled. Students who opt out of the directory also opt out of student recruiting information.

III. Record of Requests for Disclosure

Except with respect to those requests made by the student themselves, those disclosures made with the written consent of the student, or to requests by or disclosures to The Art Institute of Colorado officials with legitimate educational interests and disclosures of directory information (or other exceptions described in the applicable regulations), The Art Institute of Colorado will maintain a record indicating the parties who have requested or obtained personally identifiable information from a student's education records and the legitimate interests those parties had in requesting or obtaining the information. This record may be inspected by the student.

IV. Directory Information

The College designates the following information as directory information. (Directory information is personally identifiable information which may be disclosed without the student's consent):

1. Student's name
2. Address: Local, email, and website
3. Telephone number (local)
4. Date and place of birth
5. Program of study
6. Participation in officially recognized activities
7. Dates of attendance
8. Degrees and certificates awarded
9. Most recent previously attended school
10. Photograph of the student, if available
11. Enrollment status (i.e., enrolled, continuing, future enrolled student, reentry, leave of absence, etc.)
12. Student honors and awards received
13. The height and weight of athletic team members

Notice of these categories and of the right of an individual in attendance at the College to request that his/her directory information be kept confidential will be given to the student annually. Students may request nondisclosure of student directory information by specifying nondisclosure,

in writing, to the Office of the Registrar, The Art Institute of Colorado, 1200 Lincoln Street, Denver, CO 80203-2172. Failure to request nondisclosure of directory information will result in routine disclosure of one or more of the above-designated categories of personally identifiable directory information.

V. Correction of Educational Records

Students have the right under FERPA to ask to have records corrected which they believe are inaccurate, misleading, or in violation of their privacy rights. The following are the procedures for the correction of records:

1. A student must ask the Registrar to amend a record. As part of the request, the student should identify the part of the record they want to have changed and specify why they believe it to be inaccurate, misleading, or in violation of his/her privacy rights.
2. The College may either amend the record or decide not to amend the record. If it decides not to amend the record, it will notify the student of its decision and advise the student of the right to a hearing to challenge the information believed to be inaccurate, misleading, or in violation of the student's privacy rights.
3. Upon request, the College will arrange for a hearing and notify the student reasonably in advance of the date, place, and time of the hearing. The hearing will be conducted by an individual who does not have a direct interest in the outcome of the hearing. That individual may be an official of the College. The student shall be afforded a forum for the opportunity to present evidence relevant to the issues raised in the original request to amend the student's education records. The student may be assisted by other people, including an attorney.
4. The College will prepare a written decision based solely on the evidence presented at the hearing. The decision will include a summary of the evidence, and the reasons for the decision.
5. If, as a result of the hearing, the College decides that the information is inaccurate, misleading, or otherwise in violation of the privacy rights of the student, it will (a) amend the record accordingly; and (b) inform the student of the amendment in writing.
6. If, as a result of the hearing, the College decides that the information in the education record is not inaccurate, misleading, or otherwise in violation of the privacy rights of the student, it shall inform the student of the right to place a statement in the record commenting on the contested information in the record or stating why he or she disagrees with the decision of the school.
7. If a statement is placed in the education records of a student under paragraph 6 above, the College will:
 - (a) maintain the statement with the contested part of the record for as long as the record is maintained; and
 - (b) disclose the statement whenever it discloses the portion of the record to which the statement relates.

VI. Student Right to File Complaint

A student has the right to file a complaint with the United States Department of Education concerning alleged failures by the College to comply with the requirements of FERPA. The name and address of the governmental office that administers FERPA is:

**Family Policy Compliance Office
United States Department of Education
400 Maryland Avenue, S.W.
Washington, DC 20202-4605**

Sexual Misconduct & Relationship Violence Policy; Procedures for Handling Sexual Misconduct and Relationship Violence Complaints

The Art Institute of Colorado values civility, dignity, diversity, education, honesty, and safety and is firmly committed to maintaining a campus environment free from all forms of sex discrimination, sexual harassment, and sexual assault. Sexual Misconduct and Relationship Violence, defined more specifically below, are inconsistent with these values, violate institutional policy, and will not be tolerated at The Art Institute of Colorado and are expressly prohibited. Similarly, retaliation for having brought forward a concern or allegation or for participating in an investigation of a report of Sexual Misconduct or Relationship Violence is also expressly prohibited and is grounds for disciplinary action.

This Policy provides information regarding how an individual – whether a student, faculty member, or staff member – can make a report of Sexual Misconduct or Relationship Violence impacting a student and how The Art Institute of Colorado will proceed once it is made aware of any such report.

For faculty and staff members who believe they are the victim of sexual misconduct, please follow our No Harassment policy in the Employee Handbook.

I. Preliminary Issues & Important Definitions

This Policy prohibits “Sexual Misconduct” and “Relationship Violence,” broad categories encompassing the conduct defined below. Sexual Misconduct and Relationship Violence can be committed by anyone, including third parties, and can occur between people of the same sex or different sexes and regardless of one’s biological sex or transgendered sex. This policy applies to Sexual Misconduct and Relationship Violence that is committed against a student when that Sexual Misconduct or Relationship Violence occurs: (i) on campus; (ii) off-campus if in connection with a School-sponsored program or activity or in student housing; or (iii) off-campus, including at internship/externship/practicum sites, if allegedly perpetrated by a fellow student, faculty member, staff member, or third party when the victim/reporting student reasonably believes that the off-campus conduct has created a hostile educational environment.

A. What is “Sexual Misconduct”?

Sexual Misconduct includes:

- Sexual Assault: Having or attempting to have sexual intercourse, cunnilingus, or fellatio without Consent (as defined below). Sexual intercourse is defined as anal or vaginal penetration by a penis, tongue, finger, or inanimate object.

- **Non-Consensual Sexual Contact:** Any intentional sexual touching with any body part or object by any person upon any person without Consent.
- **Sexual Exploitation:** An act attempted or committed through the abuse or exploitation of another person's sexuality. Examples include, but are not limited to, prostituting another student; inducing a student into sexual intercourse, sexual contact, or other sexual activity by implicit or explicit threat of exposure of personal information or academic consequences; non-consensual video or audio-taping of sexual activity; allowing others to observe a personal consensual sexual act without the knowledge or Consent of all involved parties; and knowingly transmitting or exposing another person to a sexually transmitted infection without the person's knowledge.
- **Indecent Exposure:** the exposure of the private or intimate parts of the body in a lewd manner in public or in private premises when the accused may be readily observed.
- **Sexual Harassment:** unwelcome sexual advances, requests for sexual favors, and other physical or verbal conduct of a sexual nature when it meets any of the following: (a) Submission to such conduct is made either explicitly or implicitly a term or condition of an individual's academic status; or (b) Submission to or rejection of such conduct by an individual is used as the basis for academic decisions affecting such individual; or (c) Such conduct has the purpose or effect of unreasonably interfering with an individual's work or academic performance or creating an intimidating, hostile, or offensive environment for working, learning, or living on campus.

B. What is "Relationship Violence"?

Relationship Violence includes:

- **Domestic Violence:** Violence, including but not limited to sexual or physical abuse or the threat of such abuse, committed by a current or former spouse or intimate partner or any other person from whom the student is protected under federal or applicable state law.
- **Dating Violence:** Violence, including but not limited to sexual or physical abuse or the threat of such abuse, committed by a person who is or has been in a social relationship of a romantic or intimate nature with the alleged victim. The existence of such a relationship is generally determined based on a consideration of the length and type of relationship and the frequency of interaction.
- **Stalking:** A course of conduct directed at a specific person that would cause a reasonable person to fear for their own safety or the safety of others or suffer substantial emotional distress. A course of conduct means two or more acts in which a person directly, indirectly or through third parties, by any action, method, device or means, follows, monitors, observes, surveils, threatens, or communicates to or about a person or interferes with a person's property.

The following also constitute violations of this Policy:

- **Complicity:** Assisting, facilitating, or encouraging the commission of a violation of this Policy.
- **Retaliation:** Acts or attempted acts for the purpose of interfering with any report, investigation, or proceeding under this Policy, or as retribution or revenge against anyone who has reported Sexual

Misconduct or Relationship Violence or who has participated (or is expected to participate) in any manner in an investigation, or proceeding under this Policy. Prohibited retaliatory acts include, but are not limited to, intimidation, threats, coercion, or discrimination. To be clear, retaliation against a Complainant for reporting an incident or against any witness who participates in an investigation is strictly prohibited.

C. Who are “Complainants” and “Respondents”?

The Art Institute of Colorado is not a court of law. We also do not engage in victim-blaming or rushes to judgment. Therefore, without judgment, we refer to anyone who reports that s/he has experienced Sexual Misconduct as a “Complainant” and to anyone who reportedly has engaged in Sexual Misconduct as a “Respondent.”

D. Defining Consent

In many cases of Sexual Misconduct, the central issue is consent or the ability to give consent. Consent is a voluntary agreement to engage in sexual activity. Consent to engage in sexual activity must exist from beginning to end of each instance of sexual activity. Past Consent does not imply future Consent, and Consent to engage in one form of sexual activity does not imply Consent to engage in a different form of sexual activity. Consent is demonstrated through mutually understandable words and/or actions that clearly indicate a willingness to engage in a specific sexual activity. Consent must be knowing and voluntary. To give Consent, a person must be awake, of legal age, and have the capacity to reasonably understand the nature of her/his actions. Individuals who are physically or mentally incapacitated cannot give Consent.

Silence, without actions evidencing permission, does not demonstrate Consent. Where force, threats, or coercion is alleged, the absence of resistance does not demonstrate Consent. Force, threats, or coercion invalidates Consent. The responsibility of obtaining Consent rests with the person initiating sexual activity. Use of alcohol or drugs does not diminish one’s responsibility to obtain Consent or negate one’s intent.

Consent to engage in sexual activity may be withdrawn by either person at any time. Once withdrawal of Consent has been clearly expressed, the sexual activity must cease.

Incapacitation is the inability, temporarily or permanently, to give Consent, because the individual is mentally and/or physically helpless due to drug or alcohol consumption, either voluntarily or involuntarily, due to an intellectual or other disability that prevents the student from having the capacity to give Consent, or the individual is unconscious, asleep or otherwise unaware that the sexual activity is occurring. In addition, an individual is incapacitated if he or she demonstrates that they are unaware of where they are, how they got there, or why or how they became engaged in a sexual interaction. Where alcohol is involved, incapacitation is a state beyond drunkenness or intoxication. Some indicators that an individual is incapacitated may include, but are not limited to, vomiting, unresponsiveness, inability to communicate coherently, inability to dress/undress without assistance, inability to walk without assistance, slurred speech, loss of coordination, lack of awareness of circumstances or surroundings, or inability to perform other physical or cognitive tasks without assistance.

E. Title IX Coordinator & Deputy Coordinators

The Title IX Coordinator for The Art Institutes schools is: Diane Rouda, Associate Vice President of Student Regulatory Affairs. The Title IX Coordinator is responsible for, among other things, coordinating the campus’s efforts to comply with and carry out the campus’s responsibilities under Title IX of the Education Amendments of 1972, including compliance with this policy. The Title IX Coordinator will help to coordinate any investigations under this Policy.

In addition, the School has other individuals who serve as Deputy Title IX Coordinators to help oversee investigations and determination proceedings under this Policy.

II. Reporting & Confidentiality

We encourage victims of Sexual Misconduct & Relationship Violence to talk to somebody about what happened – so they can get the support they need, and so the School can respond appropriately.

Different employees on campus have different abilities to maintain confidentiality:

- **CONFIDENTIAL REPORTING:** Some individuals are required to maintain near complete confidentiality. These include professional counselors such as those provided by Talk One2One counselling services. These individuals can provide resources and generally talk to a victim without revealing any personally identifying information about an incident to the School. A victim can seek assistance and support from these individuals without triggering a School investigation.
- **NON-CONFIDENTIAL REPORTING.** Other than professional counsellors defined above, most other employees and contractors are required to report all the details of an incident to the Title IX coordinator. A report to these employees (called “responsible employees”) constitutes a report to the School and generally obligates the School to investigate the incident and take appropriate steps to address the situation. The following campus employees (or categories of employees) are examples of responsible employees: the Title IX Coordinator, all Deputy Title IX Coordinators, President, Director of Student Services, other Student Services staff, Housing staff, Academic Advisors, the Security Team (including contract security personnel), all full-time and adjunct Faculty, Human Resources, and Employee Relations.

The School will seek to protect the privacy and confidentiality of the individuals involved in any report of alleged Sexual Misconduct or Relationship Violence to the extent possible and allowed by law. The Title IX Coordinator will evaluate any request for confidentiality in the context of the School’s responsibility to provide a safe and nondiscriminatory environment to all members of its community.

The School will complete any publicly available record-keeping, including Clery Act reporting and disclosure, without the inclusion of identifying information about the alleged victim. It will also maintain as confidential any interim measures or remedies provided to the alleged victim to the extent that maintaining confidentiality will not impair its ability to provide the interim measures or remedies.

In addition to internal reporting, the School strongly encourages anyone who believes they have experienced a sexual assault (or any other crime) to make a report to local law enforcement. Collection and preservation of evidence relating to the reported sexual assault is essential for law enforcement investigations, so prompt reporting of the incident to law enforcement is especially critical. Designated staff will, upon request, assist an individual in making a report to law enforcement as necessary and appropriate.

Although we strongly encourage complainants to report to local law enforcement, such a report is not a prerequisite to the School’s review and investigation of any complaint covered by this Policy. The School will honor a Complainant’s request not to report the matter to local law enforcement UNLESS we have a reasonable basis to believe that the safety and security of the campus community is at risk. In this event, the School will endeavor to notify a Complainant or Reporter of the institution’s intent to report the matter to law enforcement in advance of any such report.

The School does not limit the time frame for reporting under this Policy, although a delay in reporting may impact the School’s ability to take certain actions.

Other Code of Conduct Violations: The School encourages students who have been the victim of Sexual Misconduct or Relationship Violence to come forward. Students should not be discouraged from reporting such incidents because they fear discipline for their own violations of the Student Code of Conduct, such as use of alcohol in School housing. Therefore, the School has discretion not to pursue other violations of the Student Code of Conduct that occurred in the context of the reported incident of Sexual Misconduct or Relationship Violence.

III. Response Procedure

Students are encouraged to report any incident of Sexual Misconduct or Relationship Violence to the Title IX Coordinator, Deputy Title IX Coordinator, the Director of Student Services, or the Campus President. If a report is made verbally, the School will request a written statement by the student.

Upon receipt of a report, the School will generally proceed as described below.

A. Investigation Commencement

The School will provide a timely and thorough investigation. Barring exigent circumstances, cases of Sexual Misconduct and Relationship Violence will generally be resolved within a 60 day period once the incident has been reported. An extension of time may be necessary if witnesses are unavailable or uncooperative or due to other extenuating circumstances beyond the control of the investigator.

B. Initial Response

Once the School is put on notice of possible Sexual Misconduct and Relationship Violence, the Complainant will be offered appropriate confidential support, accommodations, and other resources and will be notified of applicable policies and procedures. Accommodations include the ability to move to different housing, to change work schedules, to alter academic schedules, to withdraw from/retake a class without penalty, and to access academic support. The Respondent also will be offered appropriate resources and notified of applicable policies and procedures.

C. Interim Intervention

Pending a final determination, the Title IX Coordinator and/or Student Services staff will take appropriate interim measures. The University will take steps to prevent the recurrence of harassment and to correct its discriminatory effects on the Complainant and others, if appropriate. These measures may include, but are not limited to, the imposition of a no-contact order and/or employment, transportation, residence, and academic modifications, and/or transfer or removal from an internship/externship/practicum site. Student Services staff may limit a student or organization's access to certain School facilities or activities pending resolution of the matter. The School may impose an Interim Suspension on the Respondent pending the resolution of an alleged violation when the School determines, in its sole discretion, that it is necessary in order to protect the safety and well-being of members of the campus community.

D. Decision to Proceed to Investigation

If the Complainant is willing to participate in the review and investigation process, the School will proceed as described below in Section III (E).

If the Complainant requests a confidential investigation, the School will seek to protect the privacy and confidentiality of the Complainant to the extent possible and allowed by law. The Title IX Coordinator will evaluate any request for confidentiality in the context of the School's responsibility to provide a safe and nondiscriminatory environment to all members of its community.

If a confidential investigation is requested and agreed to, the School will investigate without revealing the name of the Complainant in any interview or email and will not ask questions that inadvertently or reasonably could reveal the identity of the Complainant.

If the Complainant asks that the report of sexual misconduct not be pursued, the School will consider the interests of the Complainant, the campus community, law enforcement, and/or other appropriate interests under the circumstances. The School, in consultation with the Title IX Coordinator, will make a final decision on whether and to what extent it will conduct an investigation, and notify the Complainant promptly.

In the event that a campus-wide alert related to the incident is deemed necessary, the campus shall generally attempt to notify the Complainant of the alert and its content before it is circulated. If the campus is unable to contact the Complainant in a timely fashion, or otherwise deems it necessary, the message may be sent without his/her review.

E. Investigation Procedure

Investigators do not function as advocates for either Complainants or Respondents. Investigators can, however, identify advocacy and support resources for either Complainants or Respondents.

The Respondent will receive written notice of the report and the nature of the alleged misconduct. He/She will be advised in writing of the investigation process and opportunity to provide any relevant evidence.

The Investigation will generally be conducted by the Director of Student Services for the campus (or any other individual appointed by the Title IX Coordinator) if the Respondent is a student or third party. If the Respondent is a faculty or staff member, Employee Relations will also participate in the investigation.

The investigator will separately interview both Complainant and Respondent. Both parties will be able to provide evidence and suggest other witnesses to be interviewed. The investigator will interview other relevant witnesses and review any other available relevant evidence. Both the Complainant and Respondent can have another individual present during their own respective interviews. If the Complainant or Respondent elects, they may have an attorney present during their own interview, but said attorney may not advocate during the interview.

F. Determinations

1. For cases where the Respondent is a student.

The investigator will present all evidence to the Title IX Coordinator (or his/her designated Deputy Title IX Coordinator). In all cases, the Title IX Coordinator or the designated Deputy Title IX Coordinator will be appropriately trained regarding handling and considering sexual misconduct and relationship violence cases.

The Title IX Coordinator will weigh the evidence presented and decide whether additional evidence is necessary for consideration. Ultimately, the Title IX Coordinator will make a determination of whether a violation of the Sexual Misconduct & Relationship Violence Policy or any other policy has occurred. .

The School reserves the right to convene a Determination Panel to review the evidence and make the determination in appropriate circumstances.

2. For cases where the Respondent is a Faculty or Staff Member.

The investigator will present all evidence to the Ethics Committee of DCEH. The Ethics Committee will be appropriately trained regarding handling and adjudicating sexual misconduct and relationship violence cases. The Ethics Committee will weigh the evidence presented and make a determination whether a violation of the Sexual Misconduct & Relationship Violence Policy or any other policy has occurred.

3. For cases where the Respondent is a Third Party

The investigator will present all evidence to the Title IX Coordinator (or his/her designated Deputy Title IX Coordinator). In all cases, the Title IX Coordinator or the designated Deputy Title IX Coordinator will be appropriately trained regarding handling and considering sexual misconduct and relationship violence cases.

The Title IX Coordinator will weigh the evidence presented and decide whether additional evidence is necessary for consideration. Ultimately, the Title IX Coordinator will make a determination of whether a violation of the Sexual Misconduct & Relationship Violence Policy or any other policy has occurred.

If the Title IX Coordinator determines that this Policy has been violated by a third party at an associated off-campus location, such as an internship or practicum site, the Title IX Coordinator will review the terms of any contract or Affiliation Agreement and determine what appropriate action should be taken pursuant to the written agreement.

G. Standard of Proof

In all cases under the Sexual Misconduct policy, the Title IX Coordinator (or designee) or the Ethics Committee will determine if a violation of policy has occurred by the preponderance of evidence standard. Thus, they will determine whether it is more likely than not that a violation has occurred.

H. Potential Sanctions

If a violation of policy has been found, the Title IX Coordinator or the Ethics Committee will impose appropriate sanctions, including but not limited to coaching, training, probation, suspension, or expulsion in the case of students or coaching, training, written warning, demotion, or termination in the case of employees, and termination of any relationship/contract/Affiliation Agreement in the case of a third party.

I. Outcome Notifications

Both the Complainant and Respondent will be notified in writing of the outcome of the investigation and of the sanctions imposed, if any.

If the Respondent is a third party, the notice of outcome will include a finding of fact and a justification for the decision based on appropriate legal standards.

J. Appeals

If the Complainant or Respondent is a student, he or she may appeal the outcome determination by written appeal to the Campus President within 15 business days of notification of the outcome. An appeal may be made based only on one or more of the following reasons:

1. New and significant evidence appeared that could not have been discovered by a properly diligent charged student or complainant before or during the original investigation and that could have changed the outcome.

2. The Finding is Arbitrary and Capricious: Reading all evidence in the favor of the non-appealing party, the finding was not supported by reasonable grounds or adequate consideration of the circumstances. In deciding appeals, the Campus President is allowed to make all logical inferences in benefit of the non-appealing party.

3. Disproportionate Sanctions: The sanctions were disproportionate to the findings.

The appeal shall consist of a written statement requesting review of the conduct decision or sanction and explaining in detail the basis for the appeal. The Campus President, or designated representative, will notify the non-appealing party of the request for an appeal. Within five business days of receipt of the notice, the non-appealing party may submit a written statement to be included in the case file. The appeal may proceed without the non-appealing party's written statement if it is not submitted within the designated time limit.

The Campus President will endeavor to make a determination of the appeal within 15 business days of receipt. The President's decision is final.

Campus Security

The College publishes an annual security report that contains information concerning policies and programs relating to campus security, crimes and emergencies, the prevention of crimes and sexual offenses, drug and alcohol use, campus law enforcement and access to campus facilities. The annual security report also includes statistics concerning the occurrence of specified types of crimes on campus, at certain off-campus locations, and on the public property surrounding the campus. The annual security report is published each year by October 1 and contains statistics for the three most recent calendar years. The annual security report is provided to all current students and employees. A copy of the most recent annual security report may be obtained from the Student Services office during regular business hours. Copies of the Crime Report are available on the College website at <https://content.dcedh.org/assets/pdf/AI/Student-Consumer-Information/Crime-Reports/crime-report-denver.pdf>.

The College reports to the campus community concerning the occurrence of any crime includable in the annual security report is reported to campus security or local police and that is considered to be a threat to students or employees.

The College reminds all students that they are ultimately responsible for their own actions regarding their safety and welfare.

NO HARASSMENT POLICY

The Art Institute of Colorado is committed to providing workplaces and learning environments that are free from harassment on the basis of any protected classification including, but not limited to race, sex, gender, color, religion, sexual orientation, gender identity or expression, age, national origin, disability, medical condition, marital status, veteran status, genetic marker or on any other basis protected by law. Such conduct is unprofessional, unproductive, illegal, and generally considered bad for business. Consequently, all conduct of this nature is expressly prohibited, regardless of whether it violates any law. (Please note that sexual harassment is more thoroughly addressed in the Sexual Misconduct & Relationship Violence Policy.)

FIREARMS POLICY

The Art Institutes is committed to maintaining educational environments that are free of violence. This obligation includes eliminating recognized hazards that contribute to violence or serious harm. This Policy applies to anyone on The Art Institute's premises, unless otherwise prohibited by law.

It is the responsibility of all employees, students, alumni, and all others to adhere to the provisions set forth in this Policy and to report any known violations of this Policy to Student Services or a member of management.

1. Firearms, including concealed weapons, are not permitted on The Art Institute's premises and/or at The Art Institute's events, only **sworn members of a law enforcement agency, acting in performance of their duties and/or employees of a licensed armored car service, providing contracted services to The Art Institutes or to The Art Institute's vendors and contractors (where approved by The Art institutes), may carry weapons.**
2. Firearms are not permitted in any vehicle while the vehicle is parked on The Art Institute's property, whether said property is owned or leased by The Art Institutes or provided to The Art Institutes for its use, except where otherwise required by law and provided that the employee, student or visitor is licensed to carry the firearm, the firearm is not loaded, and the firearm owner has informed the facilities' owner/manager in advance of the presence of the unloaded firearm in the owner's vehicle in accordance with any applicable law.
3. Any student who becomes aware of a violation of this Policy should immediately notify Student Services, the President, a member of management, or a member of school staff.
4. Violation of this Policy is considered a serious offense that endangers the safety of anyone on The Art Institute's premises. Any person violating this policy may be required to leave The Art Institute's premises. Students violating this Policy are subject to suspension or dismissal from school.

JURY WAIVER AND AGREEMENT TO BINDING, INDIVIDUAL ARBITRATION

Student and The Art Institute of Colorado irrevocably waive our rights to a trial by jury and agree instead that any and all disputes, no matter how described, pleaded or styled, between me and The Art Institute of Colorado (including its parent and past and present affiliates, employees, agents, and lenders) or related to any aspect of my relationship with or any act or omission by The Art Institute of Colorado ("Claim") shall be resolved by individual binding arbitration, conducted by the American Arbitration Association ("AAA") under its Commercial Arbitration Rules and applicable Supplementary Procedures for Consumer-Related Disputes ("AAA Rules") and in accordance with the terms of this Jury Waiver and Agreement to Binding, Individual Arbitration ("Arbitration Agreement"). Student can obtain a copy of the AAA Rules at www.adr.org or by calling 1-800-778-7879. This Arbitration Agreement, however, does not modify Student's right, if any, to file a grievance with any state educational licensing agency or accrediting body.

1. Student is strongly encouraged to first attempt to resolve the Claim by using the General Student Complaint Procedure outlined in the Catalog.
2. Neither party shall file or maintain any lawsuit in court against the other, and any suit filed in violation of this Arbitration Agreement shall be dismissed by the court in favor of arbitration conducted pursuant to this Arbitration Agreement. The parties agree that the moving party shall be entitled to an award of costs and fees of compelling arbitration.

3. The arbitration shall take place before a single, neutral arbitrator in the federal judicial district in which Student resides, unless the parties agree otherwise.

4. Student will be responsible for paying a portion of the AAA filing fee at the time his/her Claim is filed in an amount equal to \$200 or the applicable filing fee of the court of general jurisdiction in the district/circuit near me, whichever fee is less. The parties shall bear the expense of their own attorneys, experts and witnesses, unless the applicable law provides, and the arbitrator determines, otherwise.

5. Student agrees not to combine or consolidate any Claims with those of other students, such as in a class or mass action, or to have any Claims be arbitrated or litigated jointly or consolidated with any other person's claims. Further, the parties agree that the arbitrator shall have no authority to join or consolidate claims by more than one person. **I understand that I may opt out of this single-case provision by delivering via certified mail return receipt a written statement to that effect to the Vice President and Senior Counsel of The Art Institute of Colorado /DCEH at 1400 Penn Avenue, Pittsburgh, PA 15222 within 30 days of my first execution of an Enrollment Agreement.**

6. The Federal Arbitration Act (FAA), including all its substantive and procedural provisions, and related federal decisional law shall govern this Arbitration Agreement to the fullest extent possible. All determinations as to the scope, enforceability, validity and effect of this Arbitration Agreement shall be made by the arbitrator, and not by a court. However, any issue concerning the validity of paragraph 5 above must be decided by a court, and an arbitrator does not have authority to consider the validity of paragraph 5. If for any reason, paragraph 5 is found to be unenforceable, any putative class or mass action may only be heard in court on a non-jury basis and may not be arbitrated under this Agreement.

7. The arbitrator shall have the power to award any remedy that directly benefits the parties to this Arbitration Agreement (provided the remedy would be available from a court under the law where the Arbitration Agreement was executed) but not the power to award relief for the benefit of anyone not a party to this Arbitration Agreement.

8. Judgment on the award rendered by the arbitrator may be entered in any court having jurisdiction.

9. Notwithstanding any provision in the Catalog or Enrollment Agreement, this Arbitration Agreement shall not be modified except by written agreement signed by both parties. Any or all of the provisions set forth in this Arbitration Agreement may also be waived by the party against whom the Claim is asserted, but such waiver shall be in writing, physically signed (not merely electronically signed) by the party waiving, and specifically identify the provision or provisions being waived. Any such waiver shall not waive or affect any other portion of the Arbitration Agreement.

10. This Arbitration Agreement shall survive the termination of Student's relationship with The Art Institute of Colorado.

11. If any part(s) of this Arbitration Agreement are found to be invalid or unenforceable, then such specific part(s) shall be of no force and effect and shall be severed, but the remainder of the Arbitration Agreement shall continue in full force and effect.

STUDENT UNDERSTANDS AND ACKNOWLEDGES THAT S/HE IS WAIVING HIS/HER RIGHT TO A JURY TRIAL, TO ENGAGE IN DISCOVERY (EXCEPT AS PROVIDED IN THE AAA RULES), AND TO LITIGATE THE DISPUTE OR CLAIM IN ANY COURT. FURTHER, STUDENT UNDERSTANDS AND ACKNOWLEDGES THAT S/HE WILL NOT HAVE THE RIGHT TO PARTICIPATE AS A REPRESENTATIVE OR MEMBER OF ANY CLASS ACTION AGAINST THE ART INSTITUTE OF COLORADO.

GENERAL STUDENT COMPLAINT PROCEDURE

If you have a complaint or problem, you are encouraged to follow the Student Complaint Procedure.

You should discuss complaints with the individual(s) within the appropriate department. Initial discussion should be with the person most knowledgeable of the issues involved or with immediate decision-making responsibility.

If you feel that the complaint has not been fully addressed, a written account should be submitted to the Director of Student Services if related to non-academic issues or to the Director of Student Services for academic issues. The written account should indicate your name, phone number, and ID# and discuss the steps you have taken to remedy the situation.

The appropriate Art Institute of Colorado staff member or department will be notified of the complaint. A follow-up meeting with you and the Director of Student Services and/or the Dean of Academic Affairs will be held within ten school days of the date of the written complaint in an effort to resolve the issue.

If you are not satisfied with the results, you may file an appeal with the President's Office. The appeal should be in writing and contain your name and phone number. You should summarize the steps you have taken to remedy the situation and indicate why the results are not satisfactory. You will hear the results of the appeal within ten class days from the date the appeal is received.

If you follow this complaint procedure and still feel dissatisfied with the results you may send a written copy of the complaint to:

Colorado Department of Higher Education, Commission on Higher Education 1380
Lawrence Street Denver, CO 80202 highered.colorado.gov

Or you may contact:

Higher Learning Commission, 230 South LaSalle Street, Suite 7-500, Chicago, IL 60604-1411

Please refer to the school's Jury Waiver Agreement to Binding, Individual Arbitration Policy for additional information regarding disputes or claims.

STUDENT GRIEVANCE PROCEDURE FOR INTERNAL COMPLAINTS OF DISCRIMINATION AND HARASSMENT

Students who believe they have been subjected to discrimination or harassment (other than sexual harassment) in violation of the Non-Discrimination Policy should follow the procedure outlined below. (Please note that students who believe they have been subjected to sexual harassment should follow the reporting process in the Sexual Misconduct & Relationship Violence Policy.) This complaint procedure is intended to provide a fair, prompt and reliable determination about whether The Art Institute of Colorado Non-Discrimination Policy has been violated.

1. Complainants are encouraged to file a complaint as soon as possible after an alleged incident of discrimination has occurred. Any student who chooses to file a discrimination complaint should do so either with the Director of Student Services at 1200 Lincoln Street, Denver, CO 80203-2172, (303) 824-4919 or with Dean of Academic Affairs at (303) 824-4879. Online students should file complaints with studentcomplaints@aii.edu. The complaint should be presented in writing and it should describe the alleged incident(s) and any corrective action sought. The complaint should be signed by the complainant.
2. The Art Institute of Colorado will investigate the allegations. Both the accuser and the accused are entitled to have others present during a disciplinary proceeding. Both will be informed of the outcome of any campus disciplinary proceeding. For this purpose, the outcome of a disciplinary proceeding means only The Art Institute of Colorado's final determination with respect to the alleged offense and any sanction that is imposed against the accused. Both the complainant and the accused will have the opportunity to meet and discuss the allegations with the investigator and may offer any witnesses in support of their position to the investigator during the course of the investigation. A student may be accompanied during investigation meetings and discussions by one person (family member, friend, etc.) who can act as an observer, provide emotional support, and/or assist the student in understanding and cooperating in the investigation. The observer may not be an attorney, unless otherwise required by local law. The investigator may prohibit from attending or remove any person who disrupts the investigation in the investigator's sole discretion.
3. The student who made the complaint and the accused shall be informed promptly in writing when the investigation is completed, no later than 45 calendar days from the date the complaint was filed. The student who made the complaint shall be informed if there were findings made that the policy was or was not violated and of actions taken to resolve the complaint, if any, that are directly related to him/her, such as an order that the accused not contact the student who made the complaint. In accordance with institutional policies protecting individuals' privacy, the student who made the complaint may generally be notified that the matter has been referred for disciplinary action, but shall not be informed of the details of the recommended disciplinary action without the consent of the accused.
4. The decision of the Investigator may be appealed by petitioning the President's Office of The Art Institute of Colorado. The written appeal must be made within 20 calendar days of receipt of the determination letter. The President, or his or her designee, will render a written decision on the appeal within 30 calendar days from receipt of the appeal. The President's decision shall be final.
5. The Art Institute of Colorado will not retaliate against persons bringing forward allegations of harassment or discrimination.
6. Matters involving general student complaints will be addressed according to the Student Complaint Procedures, a copy of which can be found in the Student Handbook or Academic Catalog.
7. For more information about your rights under the federal laws prohibiting discrimination, please contact the Office for Civil Rights at the U.S. Department of Education.

NON-DISCRIMINATION POLICY STATEMENT

The Art Institute of Colorado does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, gender identity or expression, disability, age, religion, veteran's status, genetic marker, or any other characteristic protected by state, local, or federal law in our programs and activities. The College provides reasonable accommodations to qualified individuals with disabilities. The College will not retaliate against persons bringing forward allegations of harassment or discrimination. The Director of Student Services, 1200 Lincoln Street, Denver, CO 80203-2172, 303-824-4919 has been designated to handle inquiries and coordinate the institution's compliance efforts regarding the Non-Discrimination Policy.

CALENDAR

CALENDAR YEAR 2017		
START DATE	END DATE	
January 9, 2017	March 25, 2017	
February 16, 2011	March 25, 2017	Mid-Term Start
April 3, 2017	June 17, 2017	
May 11, 2017	June 17, 2017	Mid-Term Start
July 10, 2017	September 23, 2017	
August 17, 2017	September 23, 2017	Mid-Term Start
October 2, 2017	December 16, 2017	
November 9, 2017	December 16, 2017	Mid-Term Start

CALENDAR YEAR 2018		
START DATE	END DATE	
January 8, 2018	March 24, 2018	
February 15, 2018	March 24, 2018	Mid-Term Start
April 2, 2018	June 16, 2018	
May 10, 2018	June 16, 2018	Mid-Term Start
July 9, 2018	September 22, 2018	
August 16, 2018	September 22, 2018	Mid-Term Start
October 1, 2018	December 15, 2018	
November 8, 2018	December 15, 2018	Mid-Term Start



The Art Institute of Colorado[®]

**CATALOG ADDENDUM
Catalog 2017 - 2018**

Effective Date: August 27, 2018

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See [aiprograms.info](#) for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important info.

Policy Update

The following completely replaces The Art Institutes Grading Policy on page 175 of the current catalog.

THE ART INSTITUTES GRADING POLICY

Repeating courses.

If otherwise eligible, students may retake coursework for one of the following reasons:

Failed the Course: Students who have failed the course and earned no credit hours.

Withdrawn Course: Students who withdraw from a course will receive either a Withdrawal without penalty (W), Withdrawal with penalty (WF), or Unearned F (UF), Failing grade (F). Please refer to the grading section of the Satisfactory Academic Progress Policy for information when a W, WF, UF, F grade will be granted.

Stale Course: By State or Accreditation requirements a student must pass a course within a specific window of time. For example, the course must be passed within the last 5 years and the course was taken 7 years ago so it must be repeated.

Meet Progress or Professional Requirements: Students who have successfully completed the course and earned credit hours but are required to improve their grade point average (G.P.A.). For standard term-based programs, DCEH policy, as required by Department of Education regulation, will allow financial aid to cover a single repetition of a previously successfully passed course if the course is required as part of an academic plan to appeal a Satisfactory Academic Progress (SAP) termination or to help students who need a specific grade or G.P.A. to practice upon graduation or progress in the program, per the academic catalog or course requirements published and provided to students. For example, the student passed the course but the grade received is not sufficient for progression. The student receives a C but, in order to graduate, a B or better is required.

Accreditation Statement

The following completely replaces the Institutional Accreditation statement on page 3 of the current catalog.

The Art Institute of Colorado is in transition during a change of ownership. We are a candidate school seeking accreditation under new ownership and our new non-profit status. Our students remain eligible for Title IV. Higher Learning Commission (230 S. LaSalle Street, Suite 7-500, Chicago, IL 60604-1413, 1.800.621.7440, www.hlcommission.org/).

Cease Enrollment

The Art Institute of Colorado is currently not accepting new students. If you are interested in an Art Institutes program of study at another location, please call (855) 758-5665.

Course Description Added

The following course description is added to page 109 of the current catalog in alphanumeric order:

GR4361 – Graphic Design Studio

3 credits

Prerequisite: Academic Director Approval

This course provides an evaluation of projects to be used in students' professional portfolio. Portfolio materials are evaluated, refined, and finalized. Students have an opportunity to conduct research on a topic in their area of study.

Tuition and Fees

Effective beginning with the 10/2/18 class start, the following completely replaces the tuition and fees section beginning on page 138 of the current catalog:

Program of Study	Credit Hours	Program Length (Qtrs)	Instructional Weeks	Tuition per Credit Hour	Lab Fee ¹	Digital Textbook ²	Starting Kit Fee ³	Approx. Tuition & Fees / Program ⁴
Associate of Arts (AAS)								
Baking & Pastry	90	6	66	\$487	\$1,680	\$1,400	\$645	\$47,555
Culinary Arts	90	6	66	\$487	\$1,680	\$1,400	\$645	\$47,555
Digital Filmmaking & Video Production	90	6	66	\$487	\$0	\$1,400	\$0	\$45,230
Digital Photography	90	6	66	\$487	\$0	\$1,400	\$0	\$45,230
Graphic & Web Design	90	6	66	\$487	\$0	\$1,400	\$229	\$45,459
Bachelor of Arts (BA)								
Audio Production	180	12	132	\$487	\$0	\$2,800	\$879	\$91,339
Culinary Management	180	12	132	\$487	\$1,925	\$2,800	\$645	\$93,030
Design & Technical Graphics	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Design Management	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Digital Filmmaking & Video Production	180	12	132	\$487	\$0	\$2,800	\$0	\$90,460
Digital Photography	180	12	132	\$487	\$0	\$2,800	\$0	\$90,460
Fashion Design	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Fashion Marketing & Management	180	12	132	\$487	\$0	\$2,800	\$0	\$90,460
Food & Beverage Management	180	12	132	\$487	\$2,000	\$2,800	\$645	\$93,105
Game Art & Design	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Graphic & Web Design	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Interior Design	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Media Arts & Animation	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Visual Effects & Motion Graphics	180	12	132	\$487	\$0	\$2,800	\$229	\$90,689
Diploma (D)								
Baking & Pastry	55	5	55	\$487	\$1,470	\$600	\$645	\$29,500
Culinary Arts	55	5	55	\$487	\$1,365	\$600	\$645	\$29,395
Web Design & Development*	48	4	44	\$487	\$0	\$800	\$0	\$24,176
Web Design & Interactive Communications	48	4	44	\$487	\$0	\$600	\$0	\$23,976

The table above is calculated at full load, which is an average of 15 credit hours per quarter. The calculation would be based on 12 credit hours per quarter if a student were to take the minimum allowable credits required to still be considered a full time student.

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, fulltime or at full load. Changing programs, beginning programs at the midterm start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

¹Labs fees above represent the total for the program and are charged per course or quarter. Lab fees are treated as tuition for refund purposes.

²Not all courses include a Digital Textbook. Courses that include a Digital Textbook will be noted in the registration material and the Digital Textbook will be charged in addition to tuition unless the student chooses to opt out. Students who do not opt out will not need to purchase textbooks for courses using a Digital Textbook. The purchase of the Digital Textbook is not refundable. Students who do opt out will be responsible for purchasing the required textbook. If a course does not use a Digital Textbook, the student is responsible for purchasing the required textbook. The Digital Textbook charge is \$50 per course for most courses; however, some courses may have more than one Digital Textbook and carry a Digital Textbook charge of \$75 per course.

³The starting kit is optional and consists of basic equipment and materials needed for beginning each program. A list of the components of the starting kit is provided to each enrolled student. These materials may be purchased at the school or at most supply stores. Kit prices do not include applicable sales tax and are subject to change.

⁴Approximate total cost is based on the current tuition credit hour rate. Total cost will increase with each per credit hour tuition increase.

The Art Institute of Colorado will charge a \$7 fee for all transcript requests.

Veteran Supplemental Housing Grant

The following Grant is added to the Scholarships section of the current catalog beginning on page 166 of the current catalog:

VETERAN SUPPLEMENTAL HOUSING GRANT

The following information outlines the eligibility requirements and conditions for the Veteran Supplemental Housing Grant (the "Grant"). All requirements are student driven, and are not subject to a committee.

Veteran Student Eligibility Requirements:

1. Must meet the Department of Veterans Affairs (VA) housing allowance requirement based on the length of service percentage.
2. Must maintain a rate of pursuit that is more than 50% as required by VA. The rate of pursuit is calculated by dividing the number of credits successfully completed (earned credits) by the number of credits considered to be full-time by the institution. Please refer to the institution's

catalog for information on full-time enrollment.

3. Must meet the institution's attendance requirements. Please refer to the institution's catalog for its Attendance Policy.
4. Must meet and maintain Satisfactory Academic Progress. Please refer to the institution's catalog for its Satisfactory Academic Progress.
5. Student must have the Memorandum of Understanding completed, signed, dated, and on file with the institution in order for the Grant to be disbursed.
6. Must have a last date of attendance on or after January 1, 2018 at an Art Institute Campus no longer enrolling students.

The Veteran Supplemental Housing Grant Expectations:

1. The Grant was created to help our Veteran students at the impacted campuses to further their educational goals and complete their educational program.
2. This Grant is intended to offset the reduction in the housing allowance paid by the VA for residential classes versus online classes.
3. Military Housing Allowance (MHA) rate changes every year (August 1st of each year). Veteran students who are enrolled in online classes will be eligible for a monthly housing allowance equal to 50% of the national average of all Basic Allowance for Housing rates. VA prorates MHA payments based upon the student's length of service percentage and the rate of pursuit rounded to the nearest multiple of 10. Additionally, the VA calculates the monthly payment based upon the number of days the student enrolled in classes during the month. The VA MHA rate for Veteran students enrolled in online classes are:
 - 2017-18 award year is \$840.50 per month
 - 2018-19 award year is \$825.00 per monthPlease reference the [VA Education and Training Rate Tables](#) website for more detail.
4. The Grant will be disbursed to the student account on a monthly basis with a rate of pursuit greater than 50% until graduation, provided the student meets all VA and institutional academic eligibility requirements. The rate of pursuit is calculated based on the number of credits by the number of credits considered to be full-time enrollment as defined on the institution catalog.
5. The student must maintain continuous enrollment until graduation. In the event that the student's enrollment is terminated either by the student or the institution, including but not limited to withdrawal, cancellation, academic termination, financial termination, expulsion; or in the event that the student fails to fulfill the terms of the grant, only the portion of the grant awarded for terms completed and partial terms attempted up to the date of determination will be honored. Any portion of the grant scheduled to be awarded after the date of determination becomes null and void.
6. In the event the student drops a course(s), withdraws, or does not successfully complete the minimum rate of pursuit in an academic term, the student is not eligible for the Grant. However, the student may be eligible for the Grant in future academic terms when she or he successfully completes the minim rate of pursuit in an academic term and meets all VA and institutional academic criteria.

Gainful Employment

The following Gainful Employment statements are added to the program pages for each respective degree program beginning on page 20 of the current catalog:

Please visit ge.artinstitutes.edu/programoffering/2895 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts Degree in Audio Production program.

Please visit ge.artinstitutes.edu/programoffering/910 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Associate of Applied Science in Baking & Pastry program.

Please visit ge.artinstitutes.edu/programoffering/912 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Associate of Applied Science in Culinary Arts program.

Please visit ge.artinstitutes.edu/programoffering/913 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Culinary Management program.

Please visit ge.artinstitutes.edu/programoffering/2452 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Design & Technical Graphics program.

Please visit ge.artinstitutes.edu/programoffering/914 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Design Management program.

Please visit ge.artinstitutes.edu/programoffering/916 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Digital Filmmaking & Video Production program.

Please visit ge.artinstitutes.edu/programoffering/929 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Associate of Applied Science in Digital Video Production program.

Please visit ge.artinstitutes.edu/programoffering/927 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Associate of Applied Science in Photography program.

Please visit ge.artinstitutes.edu/programoffering/926 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Photography program.

Please visit ge.artinstitutes.edu/programoffering/2172 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Fashion Design program.

Please visit ge.artinstitutes.edu/programoffering/5255 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Fashion Marketing & Management program.

Please visit ge.artinstitutes.edu/programoffering/2173 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Food & Beverage Management program.

Please visit ge.artinstitutes.edu/programoffering/3101 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Game Art & Design program.

Please visit ge.artinstitutes.edu/programoffering/919 for program duration, tuition, fees, other costs, median debt, federal salary data, alumni success, and other important info on the Associate of Applied Science in Graphic Design program.

Please visit ge.artinstitutes.edu/programoffering/3818 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Graphic & Web Design program.

Please visit ge.artinstitutes.edu/programoffering/923 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Interior Design program.

Please visit ge.artinstitutes.edu/programoffering/925 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Media Arts & Animation program.

Please visit ge.artinstitutes.edu/programoffering/930 for program duration, tuition, fees, other costs, median debt, salary data, alumni success, and other important info on the Bachelor of Arts in Visual Effects & Motion Graphics program.



**The Illinois Institute of Art®
Chicago**



**The Illinois Institute of Art®
Schaumburg**



**The Art Institute
of Michigan®**

Catalog 2017 – 2018

Main Campus located at:
350 N. Orleans Street
Chicago, IL 60654-1593

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Mission

The Illinois Institute of Art, an institution of higher education, inspires the passion, creativity and innovation essential for students pursuing the skills and knowledge for a career in the creative and applied arts.

Values

We believe in the transformational impact of art and design on individuals, industry, and society. Specifically, we believe in encouraging creativity, critical thinking, and independent, life-long learning. We believe in supporting each student, faculty member, and staff member as an active, collaborative participant in the educational process, respecting diversity, diverse abilities, backgrounds, interests, and points of view. We believe in promoting an environment that encourages community and professional service.

We are committed to operating with integrity and developing personal values, ethical practices and social awareness within our students. We believe that faculty and staff development, satisfaction, engagement, and responsibility are essential to productivity, growth, and excellence. We believe in a commitment to student success and continual institutional improvement as well as effective management of change.

We believe that competency based outcomes and assessment of student learning lead to excellence in education. We believe an atmosphere of excellence prepares graduates for careers, reflects the needs of the business community, and fosters personal growth and professional success. We are committed to environmental sustainability and its application in our operations, education, and our outreach.

Purpose

The purpose of The Illinois Institute of Art is to offer programs of instruction that enable students to develop: knowledge and skills necessary for entry-level employment and career growth; intellectual ability, social awareness and life/leadership skills that will enhance their potential for personal and professional success; and broader understanding of ethics, culture, history, science, and the arts.

Diversity

The Illinois Institute of Art embraces its inherent responsibility to create and maintain a secure environment that values and respects the diversity of individuals, their creativity and ideas. The College fosters an educational experience that is enhanced by the diverse characteristics of students, faculty, and staff. Among these characteristics are race, gender, ethnicity, national origin, culture, sexual orientation, religion, age, and disabilities. We believe a diverse learning community is a critical component of higher education and supports academic excellence.

Letter from the College President

On behalf of the faculty and staff at The Illinois Institute of Art, I am so pleased that you are considering furthering your education at one of our schools. Our students are driven by a passion for their chosen fields and we are proud to provide a career-focused education that can channel those passions into your life's work.

Whether you yearn to create signature dishes, innovative designs, fashion-forward trends, cutting-edge films, animations and games or the next advertising campaign that gets everyone talking, our talented faculty is ready to nurture your development and guide you to your goals.

At The Illinois Institute of Art our classes are taught by faculty who are both professionals in their fields and experienced, enthusiastic educators. They apply their real-world experience in the classroom so students have the opportunity to receive the best possible hands-on education they can employ in the workforce.

We cultivate our students' creativity from the day you walk into your first class until the day you walk across the stage in your cap and gown. Our objective is to give you the tools you need to achieve your goals.

We look forward to welcoming you into our school and wish you success in all your endeavors.

Sincerely,

Joshua Pond
President
The Illinois Institute of Art

Locations

The Illinois Institute of Art has three locations: the main campus in Chicago, Illinois, and two branches:

Campus name	Type of Campus	City	Acronym	Referenced in Catalog as
The Illinois Institute of Art - Chicago	Main	Chicago, IL	ILIC	Chicago
The Illinois Institute of Art - Schaumburg	Branch	Schaumburg, IL	ILIS	Schaumburg
The Art Institute of Michigan	Branch	Novi, MI	AIMD	Detroit

In the main body of the catalog, the campuses will be referenced by the city name in the right-hand column above.

Accreditation

Institutional Accreditation

The Illinois Institute of Art is in transition during a change of ownership. We remain accredited as a candidate school seeking accreditation under new ownership and our new non-profit status. Our students remain eligible for Title IV. Higher Learning Commission (230 S. LaSalle Street, Suite 7-500, Chicago, IL 60604-1413, 1.800.621.7440, www.hlcommission.org/).

The Diploma in Baking & Pastry, Diploma in Culinary Arts, Associate of Applied Science in Culinary Arts and Bachelor of Applied Science in Culinary Management programs at The Illinois Institute of Art – Chicago are accredited by The Accrediting Commission of the American Culinary Federation Education Foundation.

The Interior Design program leading to the Bachelor of Fine Arts at The Illinois Institute of Art – Chicago is accredited by the Council for Interior Design Accreditation, www.accredit-id.org, 206 Grandville Ave., Ste. 350, Grand Rapids, MI 49503.

The Interior Design program leading to the Bachelor of Fine Arts at The Illinois Institute of Art – Schaumburg is accredited by the Council for Interior Design Accreditation, www.accredit-id.org, 206 Grandville Ave., Ste. 350, Grand Rapids, MI 49503.

The Diploma in Baking & Pastry, Diploma in Culinary Arts, Associate of Applied Science in Culinary Arts, and the Bachelor of Science in Culinary Management programs at The Art Institute of Michigan are accredited by The Accrediting Commission of the American Culinary Federation Education Foundation.

State Licensing

The Illinois Institute of Art – Chicago, The Illinois Institute of Art – Schaumburg are authorized by the Illinois Board of Higher Education, 1 North Old State Capitol Plaza, Suite 333, Springfield, IL 62701-1377, 217-782-2551, www.ibhe.state.il.us/default.htm.

The Art Institute of Michigan is authorized to operate a private college or university in the State of Michigan pursuant to 1931 PA 327, as amended.

Consistent with the accreditation of The Higher Learning Commission (HLC) the Department of Licensing and Regulatory Affairs (LARA) approves The Art Institute of Michigan, Inc. to conduct business in Michigan with the following purpose:

Operate a private postsecondary educational institution in Michigan, located at 28125 Cabot Drive, Suite 120, Novi, Michigan 48377. This is a class Y educational corporation. Degree programs authorized to be offered are as follows:

- Associate of Applied Science (A.A.S.)
- Bachelor of Applied Science (B.A.S.)
- Bachelor of Fine Arts (B.F.A.)
- Bachelor of Science (B.S.)
- Bachelor of Arts (B.A.)

Associate degree programs must consist of 60 semester credit hours or equivalent of collegiate level of study. Bachelor degree programs must consist of 120 semester credit hours or equivalent of collegiate level of study.

The approval is granted for the programs noted above. Offering additional programs is subject to approval by the LARA office. The approval is granted for operation at the address noted above. Expansion of programs to an address not mentioned above is subject to approval by the LARA office.

Department of Homeland Security

The Illinois Institute of Art - Chicago- This school is authorized under Federal law to enroll nonimmigrant alien students.

The Illinois Institute of Art - Schaumburg- This school is authorized under Federal law to enroll nonimmigrant alien students.

The Art Institute of Michigan - This school is authorized under Federal law to enroll nonimmigrant alien students.

Consumer Information

You can find important consumer information for each campus at:

Chicago

<https://www.artinstitutes.edu/chicago/student-consumer-information/>

Detroit

<https://www.artinstitutes.edu/detroit/student-consumer-information/>

Schaumburg

<https://www.artinstitutes.edu/schaumburg/student-consumer-information/>

For each campus, information about school security policies, crime statistics, crime logs, fire safety policies, fire statistics, and fire log is found by clicking on the Student Consumer Information link, then the Student Services Revealed link, and then the crime report link.

The Illinois Institute of Art - Chicago

During the Fall 2016 Integrated Postsecondary Education Data System (IPEDS) reporting period, the cohort of full-time, first-time degree/certificate seeking undergraduate students report the following information: 178 enrolled, 59 graduated for a graduation rate of 33%.

The Illinois Institute of Art - Schaumburg:

During the Fall 2016 Integrated Postsecondary Education Data System (IPEDS) reporting period, the cohort of full-time, first-time degree/certificate seeking undergraduate students report the following information: 137 enrolled, 56 graduated for a graduation rate of 41%.

Ownership

Illinois Institute of Art – Chicago is owned by The Illinois Institute of Art, LLC, which through an intermediary company is a subsidiary of Dream Center Education Holdings, LLC. Dream Center Education Holdings, LLC is located at 1400 Penn Avenue, Pittsburgh, Pennsylvania 15222.

Illinois Institute of Art – Schaumburg is owned by The Illinois Institute of Art at Schaumburg, LLC, which through various intermediary companies is a subsidiary of Dream Center Education Holdings, LLC. Dream Center Education Holdings, LLC is located at 1400 Penn Avenue, Pittsburgh, Pennsylvania 15222.

The Art Institute of Michigan is owned by The Art Institute of Michigan, LLC, which through various intermediary companies is a subsidiary of Dream Center Education Holdings, LLC. Dream Center Education Holdings, LLC is located at 1400 Penn Avenue, Pittsburgh, Pennsylvania 15222.

See [aiprograms.info](#) for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important *info*.

History of The Illinois Institute of Art

The Illinois Institute of Art is part of the exciting history of Chicago. Founded in 1916 as The Commercial Arts School, The Illinois Institute of Art was one of the first applied art and design colleges in the United States. The school was widely known in the 1930s as Ray-Vogue School, with professional programs in art, design and fashion. The school was renamed Ray College of Design in 1981, and joined The Art Institutes system of schools in 1995. The Illinois Institute of Art offers Bachelor of Fine Arts, Bachelor of Arts, Bachelor of Science, Bachelor of Applied Science, and Associate of Applied Science degrees, as well as diploma programs.

Faculty and staff of The Illinois Institute of Art are dedicated to providing students the tools and knowledge they need to pursue their goals. When students arrive at The Illinois Institute of Art, they bring their creative drive; their “mind to imagine.” Dedicated faculty with industry experience offer students “the skills to create.” Whichever creative program students choose, The Illinois Institute of Art strives to provide the knowledge necessary to enter that field. Upon graduation, our dedicated Career Services staff works with each eligible student to assist in the employment search. Students’ personal drive and ambition complete the mix for academic and professional growth.

Locations and Facilities

Chicago Campus

Located in the heart of downtown Chicago, the Chicago campus is located at the Mart Center, connected by skywalk to the world-famous Merchandise Mart. Students attend classes in the heart of Chicago’s design industry center. The Merchandise Mart is the world’s largest commercial building and wholesale design center, which houses hundreds of elite design showrooms. The campus location provides students with many opportunities in the design industry through its proximity to design businesses at the Mart Center and the national trade shows and regional markets held throughout the year.

The Evolve Bistro, located at 350 N. Orleans, is the Chicago campus’s student-operated restaurant. The restaurant features glass walls through which patrons can see into the kitchens where culinary arts students prepare and serve food in the restaurant.

Schaumburg Campus

The Schaumburg campus is located in the Village of Schaumburg, 30 miles northwest of Chicago. Whether it’s for a quick half-day jaunt to the lakefront or for a weekend away, Schaumburg residents have easy access to all of the attractions of downtown Chicago.

Schaumburg has transformed from a small farming community into a thriving economic center that is home to more businesses in Illinois than any other community outside of Chicago. Beyond this distinction as the economic center of the northwest suburbs, Schaumburg is a community of neighbors and offers first-rate amenities and activities for everyone. Whether you want to enjoy the miles of biking trails, galleries, shopping, theater, music, baseball or festivals, Schaumburg has it all.

Michigan campus

The first Michigan campus, in the city of Novi, Michigan, was founded in 2007 and is located twenty five minutes northwest of downtown Detroit at the convergence of three major highways: I-696, I-275, and I-96. It is nestled among trees and ponds in a picturesque suburban setting with easy access to the greater metropolitan Detroit area. Metro Detroit has blue collar roots in manufacturing with a paralleling cosmopolitan rebirth occurring. Students can easily explore local history and experience a vast array of cultures and creativity in the galleries, theaters and music venues of downtown Detroit. The campuses are proud of the local cultural diversity boasting that more than 35 businesses based in Japan and at least 14 businesses based in Germany call southeast Michigan “home” in the United States. Multicultural access, a creative community, and a commitment to diversity are all characteristics of our growing creative campuses.

Novi’s unique outdoor sculpture garden is designed to promote an appreciation of form and design across a broad range of media for our students. A view of the many local artist sculptures can be seen from the campus’s student run restaurant called The Great Lakes Bistro. Similar to fashion, graphic and interior design projects hanging in the campus galleries, The Great Lakes Bistro is the place to see aspiring chefs prepare meals and to sample a taste of our culinary students’ hard work in our instructional kitchens.

Academic Programs

Academic Affairs Mission

The mission of the Academic Affairs Department is to prepare undergraduate students for entry-level employment in applied arts and to provide a learning environment in which they acquire the foundational skills and broad contextual understanding that can help them have meaningful, rewarding careers.

Graduates of The Illinois Institute of Art should:

- Have written and oral skills that enable them to communicate effectively with prospective employers, colleagues, clients, and the general public. They will be able to formulate a message in more than one medium.
- Possess creative design and problem-solving skills that result in imaginative, innovative, professional-level solutions within parameters such as deadlines, audience or customer expectation and budget.
- Have a thorough understanding of the field they plan to enter, including foundational elements and principles, technical skills, and terminology.
- Have an understanding of connections between their lives and the broader world in which they will perform their profession, applying observation, research, reasoning, creativity, and analysis to global issues through the lens of the humanities, arts, natural sciences and social sciences.
- Have developed themselves professionally, attaining a professional demeanor that matches industry standards, an understanding of business practices, and an understanding of continuous career development.

General Education

Mission and Philosophy

The General Education department, in accord with the overall mission of The Illinois Institute of Art, is committed to providing students the skills, knowledge and critical thinking ability needed for personal and professional development within a learner-centered, competency-based curriculum that fosters academic and intellectual excellence. The General Education requirements are designed to develop and increase students' ability to understand people, cultures, and scientific, philosophical and artistic discoveries with the goal of developing graduates ready for personal and career challenges.

General Education is designed to foster the ability to think independently, use reasoned analysis, understand the methods of scientific inquiry, communicate effectively, explore human behavior and culture, develop an ethical value structure, respect diversity within a global society and to appreciate and inspire creative endeavors. All areas of specialization require these general abilities. The breadth and rigor of the general education curriculum complements the academic programs and is designed to foster the integration of knowledge across disciplines. The academic categories comprising the general education curriculum are communications, math and computer science, physical and life sciences, humanities and fine arts, and social and behavioral sciences.

Desired Student Outcomes:

General Education is an integral component of every academic program at The Illinois Institute of Art. It offers students a broad knowledge base, competencies, and perspectives necessary for a productive professional life by advancing the following outcomes:

1. **Reasoning:** to understand forms of logic or ways of thinking.
2. **Problem Solving:** to use reason in a specific context in order to answer a specific question. Problem solving may involve one or more of the following: defining terms and tasks, organizing and verifying solutions, explaining or justifying a position.
3. **Communication:** to construct and exchange messages through verbal and non-verbal symbolic systems such as reading, writing, speaking, listening, and gesture.
4. **Connections:** to identify or recognize relationships within and across discipline-specific forms of thought.
5. **Representation:** to formulate a message through the use of alternative mediums to express or present facts, thoughts, ideas, concepts, arguments, values, perspectives, or opinions.

6. **Research:** to investigate a topic systematically, cogently arguing a well-formed hypothesis, and amply citing sources of information.

Assessment Program

As an institution of higher education, The Illinois Institute of Art is committed to excellence in teaching and learning. Reflecting that commitment, The Illinois Institute of Art has a formal, ongoing assessment of student learning and achievement. The Illinois Institute of Art collects and analyzes data on the nature and extent of student learning and uses that analysis to enhance both teaching and learning. Under the guidance and direction of the Provost, Deans of Academic Affairs and the Director of Institutional Effectiveness, assessment involves the entire school community—students, faculty, staff, and administration—in a coordinated effort to use the assessment of learning as a cornerstone for curriculum development and institutional improvement.

Degree Requirements

Requirements for Bachelor of Arts, Bachelor of Science, or Bachelor of Fine Arts Degrees

To receive a Bachelor of Arts, Bachelor of Science, or Bachelor of Fine Arts degree, students must complete a minimum of 180 quarter-credits, including 56 quarter-credits of general education. (B.F.A. degrees in Graphic Design, Web Design & Interactive Media, and Visual Effects & Motion Graphics require 60 hours of general education.) Each General Education course is 4 credits. Specified courses may be required for specific programs; adjustments in distribution within the 56 credits may be made to reflect specific program needs, as noted in departmental requirements. Requirements apply to all locations.

General Education Requirements

1. Communication (3 courses)
 - GEN101 English I
 - GEN102 English II
 - GEN105 Effective Speaking
2. Math and Computer Science (2 courses)
 - GEN150 Mathematical Concepts and Connections, 4 credit hours
 - 1 additional mathematics course or 4 credit hours: GEN151-157, GEN250-258
3. Physical and Life Sciences (3 courses)
 - 1 life science course or 4 credit-hours: GEN260-GEN266, GEN276
 - 1 additional 200-level science course or 4 credit-hours: GEN260-GEN286
 - 1 300-level science course or 4 credit-hours: GEN360-GEN382
4. Humanities and Fine Arts (3 courses)
 - 1 fine arts course or 4 credit-hours: GEN205-GEN212
 - 1 additional 200-level fine arts/humanities course or 4 credit-hours: GEN205-GEN233
 - 1 300-level fine arts/humanities course or 4 credit-hours: GEN310-GEN337
5. Social Sciences (2 courses)
 - 1 200-level course or 4 credit hours: GEN241-GEN248
 - 1 300-level course or 4 credit hours: GEN340-GEN347
6. General Education Capstone
 - GEN399

Requirements for Bachelor of Applied Science Degree

To receive a Bachelor of Applied Science degree, students must complete a minimum of 180 quarter-credits, including 56 quarter-credits of general education.

General Education Requirements

1. Communication (3 courses)
 - GEN101 English I
 - GEN102 English II
 - GEN105 Effective Speaking
2. Math and Computer Science (2 courses)
 - GEN150 Mathematical Concepts and Connections 4 credit hours
 - 1 additional mathematics course or 4 credit-hours
3. Physics and Life Sciences (2 courses)
 - 2 200-level science courses or 4 credit-hours
4. Humanities and Fine Arts courses (4 courses)
 - 2 Spanish language courses or 8 credit hours: GEN201 and GEN202
 - 1 additional 200-level fine arts/humanities course or 4 credit-hours: GEN205-GEN233
 - 1 300-level fine arts/humanities course or 4 credit hours: GEN310-GEN337
5. Social Sciences (2 courses)
 - 1 economics course or 4 credit-hours
 - 1 200-level course or 4 credit-hours
6. General Education Capstone
 - GEN399

Requirements for Associate of Applied Science Degree

To receive an Associate of Applied Science Degree, students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education.

General Education Requirements

1. Communication (2 courses)
 - GEN101 English I
 - GEN105 Effective Speaking
2. Math and Computer Science (1 course)
 - GEN150 Mathematical Concepts and Connections
3. Physical and Life Sciences (1 course)
 - 1 course or 4 hours: GEN260-GEN286
4. Humanities and Fine Arts (1 course)
 - 1 course or 4 hours: GEN201-GEN233
5. Social Sciences (1 course)
 - 1 course or 4 hours: GEN241-GEN248

Diploma Requirements

Requirements for Diplomas

To receive a diploma, students must complete between 36 and 55 quarter-credits, depending on the program. Unless otherwise indicated, requirements apply to all locations.

Programs Offered

The Illinois Institute of Art – Chicago (*Chicago*)

Culinary

Baking & Pastry (D)
Culinary Arts (AAS)
Culinary Arts (D)
Culinary Management (BAS)
Hospitality Management (AAS)
Hospitality Management (BS)

Design

Advertising (BA)
Graphic Design (AAS)
Graphic Design (BFA)
Illustration & Design (BFA)
Interior Design (BFA)

Fashion

Fashion Design (BFA)
Fashion Marketing & Management (BA)
Fashion Merchandising (AAS)

Media Arts

Audio Production (BS)
Digital Filmmaking & Video Production (BFA)
Digital Photography (BFA)
Game Art & Design (BFA)
Media Arts & Animation (BFA)

The Illinois Institute of Art – Schaumburg (*Schaumburg*)

Culinary

Hospitality Management (BS)*

Design

Advertising (BA)*
Digital Design (D)
Graphic Design (AAS)
Graphic Design (BFA)
Illustration & Design (BFA)
Interior Design (BFA)
Web Design & Interactive Communications (D) *
Web Design & Interactive Media (AAS)
Web Design & Interactive Media (BFA)

Fashion

Fashion Design (BFA)
Fashion Marketing & Management (BA)
Fashion Merchandising (AAS)

Media Arts

Audio Production (BS)
Digital Filmmaking & Video Production (BFA)
Digital Photography (BFA)
Game Art & Design (BFA)
Media Arts & Animation (BFA)
Visual Effects & Motion Graphics (BFA)

* This program is no longer accepting new enrollments.

D: Diploma; AAS: Associate of Applied Science; BA: Bachelor of Arts; BAS: Bachelor of Applied Science; BFA: Bachelor of Fine Arts, BS: Bachelor of Science

For all programs, please visit our [Student Consumer Information](#) page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Programs Offered

The Art Institute of Michigan *(Detroit)*

Culinary

Baking & Pastry (D)
Culinary Arts (AAS)
Culinary Arts (D)
Culinary Management (BAS)

Design

Graphic Design (AAS)
Graphic Design (BFA)
Interior Design (AAS)
Interior Design (BFA)
Web Design & Interactive Media (AAS)
Web Design & Interactive Media (BFA)

Fashion

Fashion Marketing & Management (BA)
Fashion Merchandising (AAS)

Media Arts

Audio Production (BS)
Digital Photography (BFA)
Media Arts & Animation (BFA)

D: Diploma; AAS: Associate of Applied Science; BA: Bachelor of Arts; BAS: Bachelor of Applied Science; BFA: Bachelor of Fine Arts, BS: Bachelor of Science

For all programs, please visit our [Student Consumer Information](#) page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

CULINARY Programs

CULINARY MANAGEMENT, Bachelor of Applied Science Degree Offered at Chicago and Detroit

Program Mission

The mission of the Bachelor of Applied Science Degree in Culinary Management is to provide a market-driven, competency-based education that integrates academics and hands-on learning and instruction. The practical culinary skills and management courses in this program are designed to prepare students to seek entry-level management positions in the food service industry as well as provide a foundation for the graduate to advance in the culinary management field.

Desired Graduate Outcomes

1. **Communication:** Graduates demonstrate effective interpersonal relations in a culinary team. In a commercial setting they can read customer needs and create a clear menu; graduates have at least basic fluency in Spanish as well as English; oral communication skills; report-writing skills; and managerial skills.
2. **Problem-solving:** Graduates identify and solve problems related to food preparation and menu development; graduates solve problems related to product supply and employee and customer relations.
3. **Context:** Graduates demonstrate and articulate an awareness of the cross-cultural, moral, ethical and environmental issues in hospitality organizations and their relationship with all stakeholders.
4. **Safety and sanitation:** Graduates identify, establish and maintain safety and sanitation procedures which meet industry quality standards.
5. **Finance:** Graduates demonstrate the ability to analyze the food and beverage cost-control cycle and accounting practices, and implement controls to manage, maintain and ensure profitability.
6. **Cooking and cuisines:** Graduates prepare a variety of international recipes using a variety of cooking techniques which meet industry quality standards.
7. **Human Resources:** Graduates apply standard Human Resource principles in regards to recruiting, retaining, and developing staff.
8. **Business knowledge:** Graduates create a business plan for a food service outlet or hospitality company.
9. **Professional awareness:** Graduates have an understanding of culinary careers and the structure and culture of the culinary field; they understand professional and ethical behavior in the workplace.

Program Description

The Culinary Management Bachelors program blends theoretical and hands-on learning in the areas of culinary arts, management, human resources, finance, food and beverage operations and service. Students will be exposed to a variety of world cuisines and use ingredients and techniques from around the globe. Instruction in kitchen management, purchasing, cost control, menu design, and dining room operation provides students with business acumen.

This degree takes an in-depth, comprehensive approach to culinary education. The program includes a senior-level keystone class, and senior portfolio, that require students to apply all of their learned managerial and leadership skills.

Graduation Requirements

To receive the **Bachelor of Applied Science (B.A.S.)** degree program in Culinary Management, students must complete a minimum of 180 quarter credit hours with 56 quarter-credits in general education and 124 quarter-credits in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2574 clock hours, comprised of 1452 lecture hours, 990 lab hours, and 110 practicum hours. Also a student must receive a passing grade or credit for all required course work and satisfy all financial obligations with The Illinois Institute of Art.

Requirements for BAS in Culinary Management		
Course	Title	Credits
Core Courses		
CULA210	Nutrition	3
CULB101	Concepts & Theories of Culinary Techniques	2
CULB102	Management by Menu	3
CULB103	Fundamentals of Classical Techniques	6
CULB108	Sustainable Purchasing & Controlling Costs	4
CULB112	Latin Cuisine	2
CULB113	American Regional Cuisine	6
CULB122	World Cuisine	2
CULB123	Introduction to Baking and Pastry Techniques	6
CULB202	Classical European Cuisine	2
CULB203	Garde Manger	6
CULB206	Food and Beverage Operations Management	4
CULB208	Management, Supervision & Career Development	4
CULB209	Culinary Capstone	4
CULB212	Asian Cuisine	2
CULB213	A la Carte Kitchen	6
CULB222	Art Culinaire	4
CULB304	Human Resource Management	4
CULB306	Legal Issues & Ethics for Culinarians	4
CULB307	Facilities Management & Design	4
CULB308	Foodservice Technology & Information	4
CULB311	Exploring Wines & the Culinary Arts	4
CULB316	Leadership & Organizational Development	4
CULB318	Hospitality Marketing	4
CULB338	Foodservice Financial Management	4
CULB404	Quality Service Management & Training	4
CULB406	Management Externship	4
CULB407	Senior Culinary Practicum	2
CULB408	Innovation & Entrepreneurship	4
CULB409	Senior Project – Capstone	4
CULB418	Global Management & Operations in the Hospitality Industry	4
One Culinary elective chosen from one of these four courses:		4
BAPB102	European Cakes & Tortes	
BAPB202	Advanced Patisserie & Display Cakes	
BAPB203	Artisan Breads & Baking Production	
BAPB212	Chocolate, Confections & Centerpieces	
HM113	Intro to Hospitality Operations	
HM224	Catering and Event Planning	

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN201	Spanish I	4
GEN202	Spanish II	4
GEN365	Ethical Issues in Science	4
GEN399	General Education Capstone	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

CULINARY ARTS, Associate of Applied Science

Offered at Chicago and Detroit

Program Mission

The mission of the Culinary Arts program is to provide an environment for students to become learners who possess the skills, knowledge, creativity and ethical values necessary in the rapidly changing, culturally diverse culinary, restaurant and catering professions. Overall, the intent of the program is to have experienced industry professionals impart their knowledge and technical acumen to the students.

Desired Graduate Outcomes

1. **Communication:** Graduates demonstrate effective interpersonal relations in a culinary team. In a commercial setting they can read customer needs and create a clear menu.
2. **Problem-solving:** Graduates identify and solve problems related to food preparation and menu development
3. **Context:** Graduates understand their profession in relation to world geography and cultures, legal environment (sanitation, alcohol service), agriculture, biology (nutrition), physiology (taste, effect of alcohol), chemistry, sustainability, research, contemporary movements (organic, vegetarian, locavore).
4. **Safety and sanitation:** Graduates establish and maintain safety and sanitation procedures.
5. **Cooking:** Graduates prepare standardized recipes using a variety of cooking techniques which meet industry quality standards.
6. **Cuisines:** Prepare a variety of international recipes utilizing the correct techniques, ingredients and equipment which meet industry quality standards.
7. **Business knowledge:** Graduates describe and perform tasks related to common business practices in the culinary industry, including inventory, menu planning, cost control, and food purchasing.
8. **Finance:** Graduates describe the principles of food and beverage management.
9. **Professional awareness:** Graduates define and articulate the core values of the culinary professional.

Program Description

The Culinary Arts Associate of Applied Science Degree program provides students with fundamentals in culinary techniques, food production skills and critical thinking skills. Students study the fundamentals of cooking, baking and pastry, as well as the art of the cold kitchen. Food production skills are complimented with basic food service management skills. Graduates of the program are prepared to seek entry-level positions in the food service industry.

Graduation Requirements

To receive an **Associate of Applied Science (A.A.S.)** degree in Culinary Arts students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education courses and 66 quarter-credits in the specialty area with a cumulative GPA of 2.0 or higher. Students must be state-certified in sanitation to complete the degree. The entire program includes 1485 clock hours, comprised of 550 lecture hours and 935 lab hours. Also a student must receive a passing grade or credit for all required course work and satisfy all financial obligations with The Illinois Institute of Art.

Requirements for A.A.S. in Culinary Arts		
Course	Title	Credits
Core Courses		
CULA210	Nutrition	3
CULB101	Concepts & Theories of Culinary Techniques	2
CULB102	Management by Menu	3
CULB103	Fundamentals of Classical Techniques	6
CULB108	Sustainable Purchasing & Controlling Costs	4
CULB112	Latin Cuisine	2
CULB113	American Regional Cuisine	6
CULB122	World Cuisine	2
CULB123	Introduction to Baking and Pastry Techniques	6
CULB202	Classical European Cuisine	2
CULB203	Garde Manger	6
CULB206	Food and Beverage Operations Management	4
CULB208	Management, Supervision & Career Development	4
CULB209	Culinary Capstone	4
CULB212	Asian Cuisine	2
CULB213	A la Carte Kitchen	6
CULB222	Art Culinaire	4
General Education Courses		
GEN101	English I	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Humanities & Fine Arts 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Total Credits	90

HOSPITALITY MANAGEMENT, Bachelor of Science

Offered at Chicago, Schaumburg (Schaumburg is no longer accepting new enrollments.)

Program Mission

The mission of the Bachelor of Science in Hospitality Management program is to prepare graduates to seek entry-level management in the hospitality industry and to provide a quality educational environment for students to become learners, to possess the skills, knowledge, creativity, and ethics necessary in the rapidly changing, culturally diverse hospitality industry.

Desired Graduate Outcomes

1. **Communication:** Graduates use written and oral communication to work effectively with fellow employees, clients, and customers.
2. **Context:** Graduates demonstrate and articulate an awareness of the cross-cultural, moral, ethical and environmental issues in hospitality organizations and their relationship with all stakeholders.
3. **Critical thinking:** Graduates list, explore and critically analyze the principles and practices impacting contemporary issues affecting the global hospitality industry.
4. **Management:** Graduates demonstrate the ability to differentiate between the many roles and responsibilities of a manager within a range of hospitality environments.
5. **Sales and marketing:** Graduates demonstrate the ability to implement operational sales and marketing techniques in hospitality organizations.
6. **Finance:** Graduates prepare, maintain, analyze, and utilize financial documents and data related to hospitality organizations.
7. **Business knowledge:** Graduates create a business plan for a food service outlet or hospitality company.
8. **Professionalism:** Graduates demonstrate an understanding of the hospitality industry; they exhibit professional and ethical behavior in the workplace.

Program Description

The Hospitality Management program blends theoretical and hands-on learning in the areas of management, human resources, accounting, food and beverage operations and lodging operations. Externships are an integral part of the curriculum as they provide an opportunity for application to real world situations ultimately culminating in a career portfolio. Graduates seek entry-level management positions in restaurants, catering, hotels and other segments of the hospitality industry. Students also have the opportunity to focus on special topics related to the hospitality industry via their electives.

Graduation Requirements

To receive a Bachelor of Science degree in Hospitality Management, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2376 clock hours, comprised of 1771 lecture hours, 341 lab hours, and 110 internship or practicum hours. Also a student must receive a passing grade or credit for all required course work, meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.S. in Hospitality Management		
Course	Title	Credits
Core Courses		
HM113	Intro to Hospitality Operations	4
HM117	Diversity & Ethics in Hospitality	4
HM124	Hospitality Law	4
HM224	Catering and Event Planning	4
HM226	Hospitality Sales & Marketing	4
HM229	Training & Development in Hospitality	4
HM255	Bar and Beverage Management	4
HM260	Hospitality Internship	4
HM313	Emerging Hospitality Segments	4
HM342	Oenology and Viticulture	4
HM349	Multi-Unit/Chain/Franchise Operations	4
HM350	Casino/Club Management	4
HM440	Lodging Operations	4
HM442	Hospitality Accounting	4
HM444	Introduction to Travel & Tourism	4
HM446	Entrepreneurship	4
HM448	Hospitality Capstone	4
HM450	Management Externship	4
Supporting Courses		
CULA210	Nutrition	3
CULB101	Concepts & Theories of Culinary Techniques	2
CULB102	Management by Menu	3
CULB103	Fundamentals of Classical Techniques	6
CULB108	Sustainable Purchasing & Controlling Costs	4
CULB206	Food and Beverage Operations Management	4
CULB208	Management, Supervision & Career Development	4
CULB213	A la Carte Kitchen	6
CULB304	Human Resource Management	4
CULB307	Facilities Management & Design	4
CULB316	Leadership & Organizational Development	4
CULB338	Foodservice Financial Management	4
CULB404	Quality Service Management & Training	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN201	Spanish I	4
GEN202	Spanish II	4
GEN241	Economics	4
GEN399	General Education Capstone	4
	Humanities & Fine Arts 200-Level Elective	4
	Mathematics Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

HOSPITALITY MANAGEMENT, Associate of Applied Science Offered at Chicago

Program Mission

The mission of the Associate of Applied Science in Hospitality Management program is to prepare graduates to seek entry-level management opportunities in the hospitality industry and to provide a quality educational environment for students to become learners, to possess the skills, knowledge, creativity, and ethics necessary in the rapidly changing, culturally diverse hospitality industry.

Desired Graduate Outcomes

1. **Professionalism:** Graduates demonstrate an understanding of the hospitality industry; they exhibit professional and ethical behavior in the workplace.
2. **Communication:** Graduates communicate effectively with fellow employees, clients, and customers.
3. **Management and finance:** Graduates apply management principles effectively in a variety of workplaces.
4. **Context:** Graduates explain the industry in relation to global cultural and economic diversity; articulate legal issues related to hospitality management.

Program Description

The Associate of Applied Science in Hospitality Management program includes courses in hospitality, culinary arts, and general education relevant to preparation in seeking employment in the hospitality industry.

Graduation Requirements

To receive an Associate of Applied Science degree in Hospitality Management, students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education courses and 66 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 1133 clock hours, comprised of 891 lecture hours, 110 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and satisfy all portfolio requirements including participation in the Senior Portfolio Show and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for AAS in Hospitality Management		
Course	Title	Credits
Core Courses		
HM113	Intro to Hospitality Operations	4
HM117	Diversity & Ethics in Hospitality	4
HM124	Hospitality Law	4
HM224	Catering and Event Planning	4
HM226	Hospitality Sales & Marketing	4
HM229	Training & Development in Hospitality	4
HM255	Bar and Beverage Management	4
HM260	Hospitality Internship	4
Supporting Courses		
CULA210	Nutrition	3
CULB101	Concepts & Theories of Culinary Techniques	2
CULB102	Management by Menu	3
CULB103	Fundamentals of Classical Techniques	6
CULB108	Sustainable Purchasing & Controlling Costs	4
CULB206	Food and Beverage Operations Management	4
CULB208	Management, Supervision & Career Development	4
CULB316	Leadership & Organizational Development	4
CULB338	Foodservice Financial Management	4
General Education Courses		
GEN101	English I	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Humanities & Fine Arts 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
Total Credits		90

DESIGN Programs

ADVERTISING, Bachelor of Arts Degree

Offered at Chicago and Schaumburg (Schaumburg is no longer accepting new enrollments.)

Program Mission

The mission of the Advertising program is to prepare graduates to seek entry-level employment in the advertising profession by providing a foundation in the business aspects of advertising while helping graduates develop the basic creative and technical skills necessary to create and implement targeted advertising solutions that meet professional standards of excellence.

Desired Graduate Outcomes

1. **Communication:** Graduates articulate the vision behind their creative work and explain and promote their solutions to clients and colleagues. They have basic visual communication skills related to presenting products; an ability to work collaboratively in a corporate environment; and an understanding of marketing communication.
2. **Context:** Graduates have a broad understanding of the context in which advertising exists, including history, literature, cultural variation, psychology, logic, marketing, US and international law and regulations, and new media.
3. **Theory:** Graduates apply industry knowledge and critical thinking skills to analyze, develop, and implement effective advertising solutions that meet professional standards.
4. **Design:** Graduates develop concepts as well as analyze and incorporate aesthetics and layout in the design process for advertising campaigns and marketing communications.
5. **Technology and Production:** Graduates demonstrate proficiency with the tools and graphic techniques of the profession to plan and implement production of advertising media such as print collateral, audio and video spots, and Web-interactive materials.
6. **Critical Thinking:** Graduates articulate the vision behind their creative work and promote their solutions to design and marketing problems consistent with professional standards.
7. **Professionalism:** Graduates demonstrate professional presentation skills, articulation of visual problem solving, and mastery of industry standards, business practices and ethics.

Program Description

The Advertising Program provides graduates with the skills needed to seek entry-level employment in the field of advertising, art direction, copy writing and account supervision. A solid art foundation combined with hands-on advertising curricula prepares students to seek entry-level positions with advertising agencies and departments, art studios and departments, marketing companies and departments and production companies.

Graduation Requirements

To receive a Bachelor of Arts degree in Advertising, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in their specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2354 clock hours, comprised of 1650 lecture hours, 572 lab hours, and 132 internship or practicum hours. Also, a student must receive a passing grade or credit for all required course work and satisfy all financial obligations to The Illinois Institute of Art. Graduating students must pass a required course where a portfolio is produced. The portfolio must demonstrate entry-level employment competencies appropriate to the specific degree program. Each student is required to participate in the Senior Portfolio Show.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for BA in Advertising		
Course	Title	Credits
Core Courses		
ADVB101	Fundamentals of Advertising	4
ADVB201	Fundamentals of Marketing	4
ADVB204	Consumer Behavior & Persuasive Sales Techniques	4
ADVB205	History of Advertising	4
ADVB207	Creative & Strategic Planning	4
ADVB208	Principles of Market Research	4
ADVB214	Advertising Copywriting	4
ADVB215	Advertising Storyboarding & Scriptwriting	4
ADVB302	Introduction to Ad Campaigns	4
ADVB303	Interactive Advertising	4
ADVB307	Brand Strategy	4
ADVB308	Account Planning	4
ADVB328	Public Relations	4
ADVB338	Media Planning	4
ADVB402	Advanced Advertising Campaigns	4
ADVB406	Internship	4
ADVB409	Portfolio Presentation	4
ADVB419	Portfolio II	4
2 Advertising electives (8 credit hours), chosen from the following		8
ADVB304	Writing for Interactive Media	
ADVB322	Digital Media Campaigns	
ADVB407	E-Commerce Strategies & Analytics	
Supporting Courses		
FND105	Design Fundamentals	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4
GWDB101	Applications & Industry	4
GWDB102	Rapid Visualization	4
GWDB103	Digital Illustration	4
GWDB111	Introduction to Layout Design	4
GWDB112	Typography – Traditional	4
GWDB113	Fundamentals of Web Page Scripting	4
GWDB305	Art Direction	4
PHOB101	Principles of Photography	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

GRAPHIC DESIGN, Bachelor of Fine Arts Degree

Offered at All Campuses

Program Mission

The mission of the Bachelor of Fine Arts in Graphic Design program is to provide students with industry-relevant and competency-based academic programs built on a solid art and design foundation that will prepare them to seek entry-level employment and potential career advancement in graphic design, advertising and related fields. We believe that this is possible through learner-centered instruction delivered by qualified faculty to students who are capable of and committed to an active role in learning.

Desired Student Outcomes

1. **Graphic design principles:** Students have the opportunity to apply learning outcomes from foundation courses to graphic design problems.
2. **Problem-solving:** Students have the opportunity to will develop original, professional-level solutions to graphic design problems based on appropriate research and within specified parameters such as, deadlines, audience, budget, construction and output considerations.
3. **Technology:** Students have the opportunity to use appropriate technology to produce professional examples of their work.
4. **Critical thinking:** Students have the opportunity to demonstrate the ability to analyze and critique graphic design.
5. **Images:** Students have the opportunity to generate original images in support of their design work.
6. **Professionalism and professional practice:** Students have the opportunity to develop an understanding of design business practices and professional expectations.
7. **Communication:** Students have the opportunity to use visual and verbal communication to present content and meaning effectively; they will possess oral and written skills to present concepts to employers, clients, and others; they will possess teamwork, collaboration, and negotiation skills.
8. **Context:** Students have the opportunity to understand the broader context of their work: social and historical, language, information systems, and finance.

Program Description

The program is designed to explore design theories and principles. Further study emphasizes the application of theory in current design problems. Students have the opportunity to experiment in different media including print, electronic and three-dimensions. A final portfolio that demonstrates the graduate's strengths in design completes the Graphic Design BFA degree.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Graphic Design, students must complete a minimum of 180 quarter-credits with 60 quarter-credits in general education courses and 120 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2684 clock hours, comprised of 1320 lecture hours, 1232 lab hours, and 132 internship or practicum hours.

Also a student must receive a passing grade or credit for all required course work, meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course where a portfolio is produced. Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for BFA in Graphic Design		
Course	Title	Credits
Core Courses		
GD105	Survey of Graphic Design	4
GD107	Introduction to Design Applications	4
GD108	Digital Photography for Designers	4
GD109	Digital Illustration	4
GD110	Introduction to Typography: Traditional	4
GD211	Digital Pre-Press	4
GD212	Typography: Hierarchy	4
GD203	Digital Layout	4
GD204	History of Graphic Design	4
GD207	Corporate Identity	4
GD300	Conceptual Imagery	4
GD301	Package Design	4
GD302	Portfolio I	4
GD303	Typography: Expressive & Experimental	4
GD304	Publication Design	4
GD305	Media Business Law	4
GD401	Art Direction	4
GD403	Portfolio II	4
GD404	Professional Development for Graphic Design	4
GD405	Graphic Design Internship	4
GD406	Sustainable Design Issues & Topics	4
GD407	Senior Project	4
Supporting Courses		
ART100	Design Fundamentals	4
ART102	Observational Drawing	4
ART110	Color Theory	4
DPH242	Image Manipulation	4
WDIM110	Designing for Multimedia Display	4
WDIM130	Fundamentals of Interactive Design	4
WDIM230	Fundamentals of Authoring	4
WDIM435	E-Portfolio	4
General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Art History - GEN211 or GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
GEN399	General Education Capstone	4
	Total Credits	180

GRAPHIC DESIGN, Associate of Applied Science Offered at All Campuses

Program Mission

The mission of the Associate of Applied Science in Graphic Design program is to provide students with an industry-relevant and competency-based academic program built on a solid art and design foundation that will prepare them to seek entry-level employment in graphic design, advertising and related fields. We believe that this is possible through learner-centered instruction delivered by qualified faculty to students who are capable of and committed to an active role in learning.

Desired Graduate Outcomes

1. **Design:** Graduates apply aesthetics and formal concepts of layout and design, including spatial relationships; communication effectiveness; interrelationships among imagery and text; balance; typography; and color theory.
2. **Concept:** Graduates apply design concepts to produce successful visual solutions to assigned problems.
3. **Communication:** Graduates articulate the vision behind their creative work and explain and defend their solutions.
4. **Technical:** Graduates apply skills in industry-specific computer software programs to produce concrete projects.
5. **Professionalism:** Graduates demonstrate an understanding of industry standards, professional practices and ethics in their work and self-presentation.

Program Description

Study in the Associate of Applied Science in Graphic Design program at The Illinois Institute of Art begins with the fundamentals: drawing, perspective, color, composition, typography and advertising design. Advanced work, introduced gradually, includes computer graphics, computer illustration and desktop publishing.

Graduation Requirements

To receive an Associate of Applied Science degree in Graphic Design, students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education courses and 66 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 1386 clock hours, comprised of 638 lecture hours, 748 lab hours, and no internship or practicum hours.

Also, a student must receive a passing grade or credit for all required course work and satisfy all portfolio requirements including participation in the Senior Portfolio Show and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for AAS in Graphic Design		
Course	Title	Credits
Core Courses		
GD105	Survey of Graphic Design	4
GD107	Introduction to Design Applications	4
GD108	Digital Photography for Designers	4
GD109	Digital Illustration	4
GD110	Introduction to Typography: Traditional	4
GD211	Digital Pre-Press	4
GD212	Typography: Hierarchy	4
GD203	Digital Layout	4
GD207	Corporate Identity	4
GD302	Portfolio I	4
GD306	Graphic Design Associate Portfolio Final Review	2
Supporting Courses		
ART100	Design Fundamentals	4
ART102	Observational Drawing	4
ART110	Color Theory	4
DPH242	Image Manipulation	4
WDIM230	Fundamentals of Authoring	4
WDIM110	Designing for Multimedia Display	4
General Education Courses		
GEN101	English I	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Humanities & Fine Arts 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Total Credits	90

ILLUSTRATION & DESIGN, Bachelor of Fine Arts Degree

Offered at Chicago and Schaumburg

Program Mission

The Bachelor of Fine Arts in Illustration & Design degree program is designed to produce graduates who develop and produce images for visual communications. Students will have the opportunity to apply skills from communication design and the fine arts and to develop the creative vision necessary to seek entry-level employment in the industry. Graduates will be able to integrate communications goals and visual messages as part of a creative team. The program's curriculum is designed to provide a foundation in drawing, painting and illustration techniques for both traditional and emerging media, as well as a working knowledge of graphic design production.

Desired Graduate Outcomes

1. **Technical Skills:** Graduates manipulate a variety of hand tools and art materials to draw, paint, or otherwise render an illustration from concept to finished product. They prepare illustrations for display in a variety of forms including print.
2. **Design:** Graduates apply the design elements and principles, concepts, media and layouts to their illustrations. They produce illustrations that demonstrate a concrete ability to communicate a clear and powerful idea or message using formal elements. They cultivate a design process that is solution driven, flexible, and well informed.
3. **Technology:** Graduates demonstrate the capability to produce layouts, scans, mechanicals, color separations, digital files, and other forms as required by a particular project.
4. **Context:** Graduates examine the broader context of the illustration field including art and design history, literature, and the commercial uses of illustration and how the illustrator functions in diverse environments.
5. **Planning:** Graduates use self-discipline and clear thinking to set professional goals and work on them without outside direction. They work efficiently and possess the time management skills to meet deadlines.
6. **Professionalism:** Graduates work effectively as an employee or as an independent contractor, with knowledge of business practices, accounting, legal issues, marketing, and self-promotion.
7. **Communication:** Graduates communicate their creative vision clearly using graphic and technological means. In addition, they listen effectively and communicate clearly in both oral and written formats.

Program Description

The Bachelor of Fine Arts in Illustration & Design degree program is designed to produce graduates who can develop and produce illustrated images for both print and media using skills from both graphic design and the fine arts. The program is designed to focus on the development of drawing, painting and basic design skills using traditional media and computer methods. The program concentrates on the analysis of issues and development of concepts for illustrated imagery.

Graduates of the Bachelor of Fine Arts in Illustration & Design degree program are versed in production, pre-press, and layout skills, which are essential to illustration and employability. The illustration & Design program culminates in the student's development of a professional portfolio that demonstrates their expertise and potential for growth.

Graduation Requirements

To receive the Bachelor of Fine Arts degree in Illustration & Design, students must complete a minimum of 180 quarter credit hours with 76 credits in core subject matter, 56 credit hours in general education and 48 credit hours in related courses with a cumulative GPA of 2.0 or higher. The entire program includes 2728 clock hours, comprised of 1276 lecture hours, 1320 lab hours, and 132 internship or practicum hours.

Also a student must receive a passing grade or credit for all required course work and meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for BFA in Illustration & Design		
Course	Title	Credits
Core Courses		
ILD100	Concepts in Illustration	4
ILD208	Intermediate Drawing	4
ILD205	Advanced Life Drawing	4
ILD209	Fundamentals of Painting	4
ILD215	Illustration Studio I	4
ILD235	Conceptual Illustration	4
ILD310	Advanced Painting	4
ILD320	Commercial Illustration	4
ILD330	Advanced Digital Illustration	4
ILD350	History of Illustration	4
ILD360	Graphic Novel	4
ILD370	The Business of Illustration	4
ILD380	Illustration Studio II	4
ILD390	Book Illustration	4
ILD400	Professional Practices in Illustration	4
ILD410	Product & License Illustration	4
ILD415	Portfolio	4
ILD420	Digital and Web Portfolio	4
ILD430	Internship	4
Supporting Courses		
FND105	Design Fundamentals	4
FND110	Observational Drawing	4
FND111	Life Drawing	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4
GWDB103	Digital Illustration	4
GWDB111	Introduction to Layout Design	4
GWDB112	Typography – Traditional	4
GWDB122	Typography – Hierarchy	4
GWDB213	Timeline Animation & Interaction	4
GWDB303	Interactive Motion Graphics	4
PHOB101	Principles of Photography	4
General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN155	Intro to Financial Mathematics	4
GEN211	History of Western Art I	4
GEN212	History of Western Art II	4
GEN266	Biology and the Human Organism	4
GEN337	Creative Writing	4
GEN365	Ethical Issues in Science	4
*GEPysical2	Physical or Life Science 200-Level Elective	4
*GESocial2	Social Science 200-Level Elective	4
*GESocial3	Social Science 300-Level Elective	4
GEN399	General Education Capstone	4
Total Credits		180

INTERIOR DESIGN, Bachelor of Fine Arts Degree

Offered at All Campuses

Program Mission

The mission of the Interior Design Bachelor of Fine Arts Program is to prepare students to seek entry-level positions in their field and function as trained professionals. Students conceive and develop viable design solutions within the interior environment utilizing creative, critical and technical methodologies. Graduates are prepared for the purpose of improving the quality of life, increasing productivity and protecting the health, safety, and wellbeing of the public by incorporating function, aesthetics and environmentally sustainable products. By meeting the educational goals, students should develop an attitude of flexibility and a desire for life-long learning necessary to meet the changing demands of the interior design profession.

Desired Graduate Outcomes

1. **Design Theory:** Graduates solve complex interior design problems using the design process and their knowledge of principles, theories and applications to analyze the client profile and project program, both individually and collaboratively.
2. **Communication:** Graduates provide interior design services using effective oral, written, and visual communication employing a variety of means, methods and technologies, in both 2- and 3-dimensions.
3. **Design and problem-solving skills:** Graduates implement the design process using critical and creative thinking to solve problems appropriate to the needs of the users of the space as well as the client.
4. **Building Systems:** Graduates produce interior design solutions that constructively integrate with available building, environmental, and property management systems, as well as prevailing codes and standards of use, maintenance and sustainability.
5. **Interior Finish Materials:** Graduates specify and apply to their solutions, finish materials that meet prevailing standards of use, maintenance, sustainability, regulatory compliance, and aesthetics.
6. **Contextual knowledge:** Graduates have a global view and make design decisions relative to ecological, socio-economic, and cultural contexts.
7. **Regulations:** Graduates apply building codes, accessibility guidelines, and sustainable practices with consideration given to human factors.
8. **Professionalism:** Graduates provide professional services based on their body of knowledge with a standard of care that meets both client needs and protects the health, safety, and welfare of the public in an ethical and legal manner.

Program Description

Interior Design students are encouraged to develop unique and comprehensive design solutions; giving consideration to client and user needs, building codes, accessibility guidelines, and sustainability. Technical skill-building and studio coursework offer students opportunities to gain understanding of the elements and principles of residential and commercial design, manual and computer-based skills, written, visual, and oral communication skills, and be better informed of industry certification exams and registration. The program offers a stimulating learning environment led by dedicated and professional faculty where committed and talented students can develop their creativity and acquire the skills and knowledge to pursue a career in interior design.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Interior Design, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses, and 124 quarter-credits in their specialty area, with a cumulative GPA of 2.0 or higher. The entire program includes 2728 clock hours, comprised of 1276 lecture hours, 1320 lab hours, and 132 internship or practicum hours.

Also, a student must receive a passing grade or credit for all required course work, meet portfolio requirements and satisfy all financial obligations with The Illinois Institute of Art. Graduating students must pass a required course where a portfolio is produced. The portfolio must demonstrate entry-level employment competencies appropriate to the specific degree program. Each student is required to participate in the Senior Portfolio Show.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Transfer credit

Interior Design students must complete a minimum of 25% of their General Education required coursework and 50% of their core required coursework (Art Foundations or Interior Design) at the location specific to where their degree is ultimately earned, unless deemed otherwise by the Academic Director of Interior Design. Consideration of transfer of credit in the core curriculum, whether from a location, another Art Institute

campus or another institution, is evaluated with a portfolio review where the Academic Department Director will determine if minimum competencies and standards have been met.

Requirements for B.F.A. in Interior Design		
Course	Title	Credits
Core Courses		
INTB101	Architectural Drafting	4
INTB102	Introduction to Interior Design	4
INTB103	CAD I	4
INTB105	Sketching & Ideation	4
INTB107	History of Architecture, Interiors & Furniture I	4
INTB111	Space Planning	4
INTB112	Design Basics 3D	4
INTB201	Textiles, Materials & Specifications	4
INTB202	Presentation Techniques	4
INTB203	CAD II	4
INTB207	History of Architecture, Interiors & Furniture II	4
INTB211	Codes & Regulations	4
INTB212	Residential Design I	4
INTB232	Lighting Design	4
INTB262	Construction Documents	4
INTB302	Residential Design II	4
INTB306	Professional Practice	4
INTB313	Digital Modeling	4
INTB322	Interior Detailing & Mechanical Systems	4
INTB332	Environmental & Sustainable Design	4
INTB342	Commercial Design	4
INTB352	Hospitality Design	4
INTB402	Senior Studio I	4
INTB406	Internship	4
INTB409	Portfolio I	4
INTB412	Institutional Design	4
INTB422	Senior Studio II	4
Supporting Courses		
FND105	Design Fundamentals	4
FND110	Observational Drawing	4
FND120	Perspective Drawing	4
FND150	Digital Color Theory	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

INTERIOR DESIGN, Associate of Applied Science Offered at Ai Michigan

Program Mission

The mission of the Associate of Applied Science (AAS) in Interior Design program is to provide graduates industry-relevant knowledge and skills necessary to seek an entry-level position in the interior design profession. The program aims to provide graduates with the foundation to become versatile and socially responsible interior designers in this constantly evolving field, to meet the needs of all who utilize interior space, whether to live, work, play, heal, or learn.

Desired Graduate Outcomes

1. **Design Theory:** Graduates apply theories and knowledge of design to develop creative solutions to interior design problems.
2. **Codes & Standards:** Graduates solve interior design problems in accordance with applicable codes and industry standards.
3. **Communication:** Graduates demonstrate effective oral, written and visual communication skills needed for success in the interior design field.
4. **Material Use:** Graduates produce effective designs using appropriate materials and products.
5. **Professionalism:** Graduates adhere to ethical and legal standards of the interior design profession as demonstrated in a portfolio of their work.

Program Description

Interior design courses are designed to cultivate a student's competencies and talents. Through their design solutions and utilization of the design process, students are encouraged to consider the needs and wants of the users of the space, building codes, accessibility guidelines, and sustainability. The program's foundation lies in the understanding and application of the principles and elements of design. In addition, students have the opportunity to acquire both hand and computer skills to aid in visually communicating their design ideas to all stakeholders. The program offers a stimulating learning environment led by credentialed, experienced, and dedicated faculty where committed and talented students have the opportunity to develop their creativity and acquire the skills and knowledge to pursue a career in interior design.

Graduation Requirements

To receive an Associate of Applied Science degree in Interior Design, students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education courses and 66 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 1386 clock hours, comprised of 638 lecture hours, 748 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and satisfy all portfolio requirements including participation in the Graduate Portfolio Show and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for AAS in Interior Design		
Course	Title	Credits
Core Courses		
INTB101	Architectural Drafting	4
INTB102	Introduction to Interior Design	4
INTB103	CAD I	4
INTB105	Sketching & Ideation	4
INTB111	Space Planning	4
INTB112	Design Basics 3D	4
INTB201	Textiles, Materials & Specifications	4
INTB211	Codes & Regulations	4
INTB212	Residential Design I	4
INTB232	Lighting Design	4
INTB306	Professional Practice	4
INTB342	Commercial Design	4
ID202	Interior Design Associate Portfolio	2
Supporting Courses		
FND105	Design Fundamentals	4
FND110	Observational Drawing	4
FND120	Perspective Drawing	4
FND150	Digital Color Theory	4
General Education Courses		
GEN101	English I	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Humanities & Fine Arts 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Total Credits	90

WEB DESIGN & INTERACTIVE MEDIA, Bachelor of Fine Arts Degree Offered at Schaumburg and Michigan

Program Mission

The mission of the Web Design & Interactive Media Bachelor of Fine Arts is to provide education that focuses on audience and content-based research, interactive design, media integration, strategic problem solving and technology-based communication solutions.

Desired Graduate Outcomes

1. **Communication:** Graduates will possess visual, written, and oral communication skills that enable them to create web and media vehicles that effectively deliver messages to intended audiences; the ability to work effectively in teams; the ability to create a coherent storyboard; and the skill to communicate effectively with prospective employers, colleagues, and clients.
2. **Information technology:** Graduates will have skills in file structure, digital information, logical flow charting, media formats, computer applications, programming language abilities, and knowledge of database design.
3. **Design:** Graduates will apply the principles, technical skills, and terminology of image manipulation and web design.
4. **Problem-solving:** Graduates will possess the creative design skills to conceptualize, develop, and evaluate web pages; problem solving skills that result in interface designs appropriate for the target audience and satisfactory to the client; and will understand the process of project management.
5. **Context:** Graduates will understand web design in relation to education, commerce, entertainment, and will have developed knowledge of marketing, economics, law, and emerging technologies as they relate to media design.
6. **Professionalism:** Graduates will have developed current professional awareness, a high standard of ethics, an ability to work independently, and a desire for life-long learning and professional growth.

Program Description

The Bachelor of Fine Arts in Web Design & Interactive Media program prepares students to seek entry to the field, beginning with a foundation in basic design skills including drawing, perspective, composition and color theory. Coursework continues with techniques of interactive systems development using accepted tools of the industry.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Web Design & Interactive Media, students must complete a minimum of 180 quarter-credits with 60 quarter-credits in general education courses and 120 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2618 clock hours, comprised of 1342 lecture hours, 1276 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or credit for all required course work, meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for BFA in Web Design & Interactive Media		
Course	Title	Credits
Core Courses		
WDIM110	Designing for Multimedia Display	4
WDIM120	Writing for Interactive Media	4
WDIM130	Fundamentals of Interactive Design	4
WDIM160	Web Scripting	4
WDIM210	Project Management	4
WDIM225	Interactive Authoring I	4
WDIM230	Fundamentals of Authoring	4
WDIM260	Web Animation	4
WDIM265	Advanced Web Scripting	4
WDIM300	Database Management	4
WDIM305	E-Learning Design I	4
WDIM315	Interactive Authoring II	4
WDIM320	Interactive Motion Graphics	4
WDIM350	Web Marketing and E-Commerce Law	4
WDIM355	E-Learning Design II	4
WDIM370	Web Design & Interactive Media Production Team	4
WDIM415	E-Commerce Site Design	4
WDIM435	E-Portfolio	4
WDIM480	Portfolio II	4
Supporting Courses		
ART100	Design Fundamentals	4
ART102	Observational Drawing	4
ART110	Color Theory	4
DFV100	Survey of Film & Video	4
DFV101	Introduction to Digital Filmmaking	4
DFV120	Fundamentals of Audio	4
DPH242	Image Manipulation	4
DPH252	Advanced Image Manipulation	4
IC402	Career Development	4
VFX110	Digital Typography	4
VFX250	Fundamentals of Motion Graphics	4
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective 200 Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
GEN399	General Education Capstone	4
	Total Credits	180

WEB DESIGN & INTERACTIVE MEDIA, Associate of Applied Science Offered at Detroit and Schaumburg,

Program Mission

The mission of the Associate of Applied Science in Web Design & Interactive Media program is to prepare students to be competent in interface design, visual design, and web technology.

Desired Graduate Outcomes

1. **Communication:** Graduates will possess visual, written, and oral communication skills that enable them to create web and media vehicles that effectively deliver messages to intended audiences and the skill to communicate effectively with prospective employers, colleagues, and clients.
2. **Information technology:** Graduates will have skills in file structure, digital information, media formats, computer applications, and basic knowledge of database design.
3. **Design:** Graduates will apply the principles, technical skills, and terminology of image manipulation and web design.
4. **Problem-solving:** Graduates will possess the creative design skills to conceptualize, develop, and evaluate web pages and problem solving skills that result in interface designs satisfactory to the client.
5. **Professionalism:** Graduates will have developed professional awareness and a high standard of ethics.

Program Description

The Associate of Applied Science in Web Design & Interactive Media program begins with a foundation in basic design skills including drawing, perspective, composition, color theory, and image manipulation. Coursework continues with techniques of interactive systems development using accepted tools of the industry. At the end of the program, students complete a portfolio that represents their expertise.

Graduation Requirements

To receive an Associate of Applied Science degree in Web Design & Interactive Media, students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education courses and 66 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 1342 clock hours, comprised of 638 lecture hours, 704 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and satisfy all portfolio requirements including participation in the Senior Portfolio Show and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for AAS in Web Design & Interactive Media		
Course	Title	Credits
Core Courses		
WDIM110	Designing for Multimedia Display	4
WDIM120	Writing for Interactive Media	4
WDIM130	Fundamentals of Interactive Design	4
WDIM160	Web Scripting	4
WDIM225	Interactive Authoring I	4
WDIM230	Fundamentals of Authoring	4
WDIM260	Web Animation	4
WDIM265	Advanced Web Scripting	4
WDIM333	Web Design Associate Portfolio Development	2
WDIM435	E-Portfolio	4
Supporting Courses		
ART100	Design Fundamentals	4
ART102	Observational Drawing	4
ART110	Color Theory	4
DFV101	Introduction to Digital Filmmaking	4
DPH242	Image Manipulation	4
DPH252	Advanced Image Manipulation	4
VFX110	Digital Typography	4
General Education Courses		
GEN101	English I	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Humanities & Fine Arts 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Total Credits	90

FASHION Programs

FASHION DESIGN, Bachelor of Fine Arts Degree Offered at Chicago and Schaumburg

Program Mission

The Bachelor of Fine Arts in Fashion Design program aims to provide students with a strong academic and professional foundation through both applied coursework and technological applications. The market driven curriculum aims to teach students to utilize problem solving and critical thinking skills, which meet the expressed needs of the fashion industry.

Desired Graduate Outcomes

1. **Design:** Graduates integrate the art of fashion design with the knowledge of materials and apparel production.
2. **Production Skills:** Graduates integrate textile knowledge and process skills in the production of garments from concept development to finished product.
3. **Planning and problem-solving:** Graduates demonstrate an ability to analyze, formulate and implement innovative solutions related to designing and producing garments. They demonstrate the ability to deal with problems of supply, the logistics of large-scale production, as well as how do deal with problems in individual fittings and how to adapt patterns for different fabrics.
4. **Technology:** Graduates effectively employ industry software and equipment to design and produce garments and produce garment technical packages.
5. **Context and Critical Thinking:** Graduates evaluate interconnections of historical perspectives, global events, forecasting, design, and color to create products relevant to fashion industry business trends.
6. **Professionalism:** Graduates exemplify professional standards, ethics, and business concepts.
7. **Communication:** Graduates display the ability to professionally communicate their ideas visually and verbally.

Program Description

The Fashion Design program explores industry practices from concept to consumer. Coursework incorporates technical sketching and fashion illustration, flat patternmaking and draping, computer-aided design, garment construction and fit, industry software knowledge, and conceptual and critical thinking. The curriculum offers exposure to global fashion business practices, product development, entrepreneurship and professional presentations.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Fashion Design, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in their specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2662 clock hours, comprised of 1342 lecture hours, 1188 lab hours, and 132 internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.F.A. in Fashion Design		
Course	Title	Credits
Core Courses		
FADB101	Elements of Garment Construction	4
FADB102	Fashion Illustration	4
FADB103	Textile Fundamentals	4
FADB111	Survey of the Fashion Design Industry	4
FADB201	Advanced Construction	4
FADB202	Technical Drawing	4
FADB203	Patternmaking	4
FADB208	Trends & Forecasting	4
FADB213	Advanced Patternmaking	4
FADB217	Modern History of Fashion	4
FADB223	Computer Patternmaking	4
FADB233	Draping & Fit Analysis	4
FADB308	Fundamentals of Business	4
FADB312	Sourcing & Technical Design	4
FADB313	Computer Production Systems	4
FADB322	Senior Collection Concept	4
FADB332	Surface Design	4
FADB402	Digital Textile Design	4
FADB403	Senior Collection Technical	4
FADB406	Internship	4
FADB409	Portfolio I	4
FADB413	Senior Collection Production	4
FADB419	Portfolio II	4
FMMB103	Survey of Manufacturing & Product Development	4
2 Fashion Design electives (8 credit hours), chosen from the following		8
FD311	Design Specialties	
FD321	Specialized Areas in Design	
FADB243	Specialized Sewing Techniques	
FMMB203	Event & Fashion Show Production	
Supporting Courses		
FND105	Design Fundamentals	4
FND110	Observational Drawing	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4
GWDB103	Digital Illustration	4

General Educaiaon Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

FASHION MARKETING & MANAGEMENT, Bachelor of Arts Degree

Offered at All Campuses

Program Mission

The Bachelor of Arts in Fashion Marketing & Management program aims to provide students with a strong academic foundation through both applied coursework and technological applications. The market driven curriculum aims to teach students to utilize problem solving and critical thinking skills, which meet the expressed needs of the fashion industry.

Desired Graduate Outcomes

1. **Communication:** Graduates demonstrate professional oral, written, and visual communication skills and organizational skills according to industry expectations.
2. **Context:** Graduates understand the broader context of their professional knowledge in relation to history, literature, art, mathematics, psychology, economics, culture, U.S. and international law and policies.
3. **Planning and problem-solving:** Graduates demonstrate the ability to plan and analyze key marketing and management processes, including an ability to analyze, formulate and implement innovative solutions.
4. **Technology:** Graduates utilize advanced business and design software for marketing, management, publications, social media, communication and visual merchandising.
5. **Marketing:** Graduates analyze consumer behavior utilizing target markets, demographics, product development, psychographics, and cultural, social and individual variables to influence the buyer decision process.
6. **Management:** Graduates apply the elements of management processes including personnel, operations, finance, and supply chain distribution.
7. **Visual Merchandising:** Graduates design and critique visual merchandising as a communication tool to target-market merchandise to the consumer.
8. **Branding:** Graduates evaluate and assess fashion branding, utilizing product trends, brand identity, and forecasting as related to creating a brand image.
9. **Professionalism:** Graduates demonstrate professional presentation skills through integrating and articulating appropriate communication skills, knowledge of fashion marketing and management and industry standards, professional practices, and ethics.

Program Description

The program offers experience across disciplines in business, fashion, and design, covering both soft and hard lines. This cross-functional focus allows students the opportunity to expand beyond traditional fashion design positions and seek entry-level employment options in manufacturing, design and retailing. The curriculum includes fashion industry trends and manufacturing, general business, management, operations and compliance, retailing, marketing, advertising, and design. Students have the opportunity to learn how to effectively bridge the gap between designers and the retail market. Students have the opportunity to both identify and anticipate fashion trends, as well as to develop the decision-making skills needed to insure that the preferred consumer goods are in stock at the appropriate time.

Graduation Requirements

To receive a Bachelor of Arts in Fashion Marketing & Management, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in their specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2266 clock hours, comprised of 1738 lecture hours, 396 lab hours, and 132 internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.A. in Fashion Marketing & Management		
Course	Title	Credits
Core Courses		
FMMB103	Survey of Manufacturing & Product Development	4
FMMB201	Merchandising Math	4
FMMB202	3D Visual Merchandising	4
FMMB203	Event & Fashion Show Production	4
FMMB211	Retail Buying	4
FMMB218	Human Resource Management	4
FMMB221	Merchandise Management	4
FMMB301	Elements of Retail Logistics & Distribution	4
FMMB302	Global Marketing	4
FMMB303	Apparel Fit & Construction Evaluation	4
FMMB312	Fundamentals of Fashion Styling	4
FMMB406	Internship	4
FMMB408	Entrepreneurship	4
FMMB409	Portfolio I	4
FMMB419	Portfolio & Professional Development	4
Supporting Courses		
FND105	Design Fundamentals	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4
ADVB201	Fundamentals of Marketing	4
ADVB204	Consumer Behavior & Persuasive Sales Techniques	4
ADVB307	Brand Strategy	4
ADVB328	Public Relations	4
ADVB348	Leadership & Organizational Behavior	4
ADVB407	E-Commerce Strategies & Analytics	4
FADB103	Textile Fundamentals	4
FADB111	Survey of the Fashion Design Industry	4
FADB208	Trends & Forecasting	4
FADB217	Modern History of Fashion	4
FADB308	Fundamentals of Business	4
FADB312	Sourcing & Technical Design	4
GWDB103	Digital Illustration	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN244	Psychology	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 300-Level Elective	4
	GEN157 Introductory Statistics or GEN257 Applied Statistics	4
	Total Credits	180

Fashion Merchandising, Associate of Applied Science Offered at All Campuses

Program Mission

The Associate of Applied Science in Fashion Merchandising program aims to provide students with an academic and professional foundation through both applied coursework and technological applications. The market-driven curriculum aims to teach students to utilize problem-solving and critical thinking skills which meet the expressed needs of the fashion industry.

Desired Student Outcomes

1. **Visual Merchandising:** Graduates demonstrate the knowledge of visual merchandising as a communication tool.
2. **Technology:** Graduates demonstrate proficiency in current industry technology and software related to business and marketing.
3. **Marketing:** Graduates demonstrate knowledge of the four elements of marketing: product, place, promotion and price.
4. **Branding:** Graduates demonstrate awareness of product attributes, benefits, and consumer beliefs and values.
5. **Professionalism:** Graduates apply and articulate professional standards and business concepts related to retail and fashion industries.

Program Description

Fashion Merchandising students prepare to seek entry-level employment with instruction from industry professionals who impart their knowledge. Through hands-on participation in projects that are creative, technical and similar to those students will face in their chosen fields, the program is built around classroom activities that rely on a philosophy of total personal immersion in the subject. Students have the opportunity to study fashion history, famous designers, textiles and display. Simulated buying sessions, marketing seminars and the development of in-house promotional campaigns enable students to acquire hands-on experience.

Graduation Requirements

To receive an Associate of Applied Science in Fashion Merchandising students must complete a minimum of 90 quarter-credits with 24 quarter-credits in general education courses and 66 in their specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 1254 clock hours, comprised of 814 lecture hours, 308 lab hours. Also a student must receive a passing grade or credit for all required course work and satisfy all financial obligations to The Illinois Institute of Art.

Requirements for AAS in Fashion Merchandising		
Course	Title	Credits
Core Courses		
FMMB201	Merchandising Math	4
FMMB202	3D Visual Merchandising	4
FMMB211	Retail Buying	4
FMMB338	Fashion Merchandising Portfolio	2
FMMB221	Merchandise Management	4
	FMMB406 (Internship) or FMM elective	4
Supporting Courses		
FND105	Design Fundamentals	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4
ADVB201	Fundamentals of Marketing	4
ADVB204	Consumer Behavior & Persuasive Sales Techniques	4
FADB103	Textile Fundamentals	4
FADB111	Survey of the Fashion Design Industry	4
FADB208	Trends & Forecasting	4
FADB217	Modern History of Fashion	4
FADB308	Fundamentals of Business	4
GWDB103	Digital Illustration	4
General Education Courses		
GEN101	English I	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Humanities & Fine Arts 200-Level Elective	4
	Physical & Life Science 200-Level Elective	4
	Social Science 200-Level Elective	4
	Total Credits	90

MEDIA Programs

AUDIO PRODUCTION, Bachelor of Science Degree Offered at Chicago, Detroit, Schaumburg

Program Mission

The Audio Production program is designed to prepare graduates to seek entry-level employment in the field of audio engineering and production. The rigorous study of theoretical concepts, industry practices, and hands-on production techniques, gives students the opportunity to work to develop the technical skills and aesthetic sensibilities needed to become professional engineers, technicians, producers and business people.

Desired Graduate Outcomes

1. **Communication:** Graduates have written, oral, and visual communication skills needed to communicate ideas to employers, colleagues, and clients. They effectively use technical language appropriate to audio production and also are able to communicate complex concepts to non-professionals.
2. **Production:** Graduates conceptualize, plan, execute, and deliver quality multitrack recordings and voiceovers, and post-production projects, integrating knowledge and application of audio theory, critical listening skills, and industry standards, using industry-related tools.
3. **Problem Solving:** Graduates can efficiently troubleshoot and solve problems typically encountered by audio professionals.
4. **Editing and Critical Thinking:** Graduates will demonstrate how editing styles, techniques, and approaches affect audience reaction; they can apply peer and professional critique as well as self-evaluation to continuously improve the quality of their work.
5. **Business:** Graduates evaluate and integrate the business and economic principles and practices of the audio industry in production and project management.
6. **Context:** Graduates can explain the scientific and mathematical foundations of acoustics and electronics, the applicability of audio production in a wide range of media, the basic principles of music theory, and the social context in which sound is produced and interpreted.
7. **Professionalism:** Graduates demonstrate an understanding of job responsibilities and industry standards.

Program Description

The tools for recording, editing, and delivery of audio are evolving at a rapid pace. Today's professional audio engineers and producers must constantly stay abreast of current developments in equipment technology and production methods. To do this, they must have a solid foundation in the basic physics of sound and acoustics as well as skills in equipment operation, usage, and design. The Audio Production program aims to meet the needs of graduates seeking entry into the industry by offering a curriculum that provides students with a solid background in technology, theory and industry practices. Practical hands-on experience with recording and live production equipment is essential to being prepared for the contemporary market place.

Graduation Requirements

To receive a Bachelor of Science degree in Audio Production, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2728 clock hours, comprised of 1276 lecture hours, 1320 lab hours, and 132 internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and meet portfolio requirements, including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art. Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for BS in Audio Production		
Course	Title	Credits
Core Courses		
AUDB101	Fundamentals of Audio	4
AUDB102	Music Theory for Audio Professionals	4
AUDB103	Audio Technology I	4
AUDB111	Survey of the Audio Industry	4
AUDB113	Digital Audio I - Introduction to the Interface	4
AUDB123	Video Production for Audio	4
AUDB133	Audio Recording I	4
AUDB143	Electronics I	4
AUDB203	Production Sound	4
AUDB205	Listening & Analysis	4
AUDB209	Portfolio I	4
AUDB213	Audio Technology II	4
AUDB215	Acoustics	4
AUDB223	MIDI Systems	4
AUDB233	Post-Production Sound	4
AUDB243	Digital Audio II-Digital Audio Systems	4
AUDB253	Audio Recording II	4
AUDB263	Live Sound Reinforcement I	4
AUDB273	Electronics II	4
AUDB283	Audio Distribution Technologies	4
AUDB302	Synthesis & Sound Design	4
AUDB312	Special Topics	4
AUDB313	Digital Audio III-Mixing	4
AUDB323	Advanced Recording Techniques	4
AUDB333	Sound for Interactive Media	4
AUDB353	Live Sound Reinforcement II	4
AUDB403	Senior Project	4
AUDB406	Internship	4
AUDB408	Business & Culture of Audio	4
AUDB409	Portfolio II	4
AUDB418	Media Business Practices	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Algebra - GEN256 College Algebra (ILIC) or GEN250 Topics in Mathematics (ILIS)	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Life Science 200-Level Elective	4
	Physics - GEN279 or GEN286	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

DIGITAL FILMMAKING & VIDEO PRODUCTION, Bachelor of Fine Arts Degree

Offered at Chicago and Schaumburg

Program Mission

The mission of the Digital Filmmaking & Video Production program is to prepare students for the next generation of digital production and delivery, and who can meet the needs of corporate communication, television, e-business, and other media outlets for their existing markets. It aims to enable students to create compelling, effective, and aesthetical content to be delivered on CD, DVD, videotape, broadband Internet, and/or other emerging means of technology, and prepares them to seek entry-level employment in the field.

Desired Graduate Outcomes

1. **Communication:** Graduates integrate the elements of storytelling and collaborate with and direct participants in a project to communicate ideas to an intended audience.
2. **Context:** Graduates evaluate aesthetics and a wide range of stories in various genres and film history and develop research skills to support creative vision and outcome.
3. **Pre-Production:** Graduates conceptualize and create scripts, storyboards, and production development plans.
4. **Production:** Graduates direct and execute successful production plans; identify, anticipate and find solutions to technical, logistical, storytelling, and personnel problems; integrate theory, techniques, and terminology of the field; and apply cinematography, lighting, and audio as components of the storytelling process.
5. **Post-Production:** Graduates integrate technical aptitude, aesthetic decision-making, and an awareness of intended audience through technical proficiency in editing and assembling audio and video elements of a film.
6. **Context:** Graduates are familiar with film history, aesthetics, and a wide range of stories in various genres. They have research skills related to documentary subjects and to ensuring the accuracy of films.
7. **Professionalism:** Graduates present and conduct themselves professionally; demonstrate knowledge of the film industry, including career paths, responsibilities and industry expectations; apply business principles and practices while maintaining legal and ethical standards.

Program Description

Students take advantage of equipped video and audio studios, computer labs and a wide range of industry-utilized software. Students complete this program with a sophisticated senior project included in their video portfolio of original production work. This portfolio, essential to seeking employment in the industry, demonstrates the student's mastery of design, production and communications skills.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Digital Filmmaking & Video Production, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2596 clock hours, comprised of 1276 lecture hours, 1320 lab hours, and 132 internship hours (if selected). Also a student must receive a passing grade or credit for all required course work and meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for BFA in Digital Filmmaking & Video Production		
Course	Title	Credits
Core Courses		
DFVB101	Survey of Digital Filmmaking & Video Production	4
DFVB102	Introduction to Filmmaking Applications & Design	4
DFVB103	Fundamentals of Video Production	4
DFVB105	Conceptual Storytelling	4
DFVB107	Fundamentals of Producing & Directing	4
DFVB111	Principles of Cinematography	4
DFVB113	Fundamentals of Editing	4
DFVB133	Lighting for Digital Film	4
DFVB202	Digital Cinematography	4
DFVB203	Editing	4
DFVB204	Acting & Directing	4
DFVB205	History of Film & Media	4
DFVB212	Broadcast Graphics I	4
DFVB213	Studio Production	4
DFVB214	Scriptwriting	4
DFVB222	Broadcast Graphics II	4
DFVB223	Intermediate Audio	4
DFVB233	Electronic Field Production	4
DFVB307	Media Theory & Criticism	4
DFVB308	Media Delivery Systems and Distribution	4
DFVB309	Portfolio I	4
DFVB313	Sound Design	4
DFVB323	Short Media Production	4
DFVB332	Senior Project Preparation	4
DFVB333	Senior Project Production	4
DFVB353	Compositing for Digital Film	4
DFVB409	Portfolio II	4
	DFVB306 (Internship) or DFVB316 (Media Production Workshop)	4
Supporting Courses		
AUSB101	Fundamentals of Audio	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

DIGITAL PHOTOGRAPHY, Bachelor of Fine Arts Degree

Offered at All Campuses

Program Mission

The Bachelor of Fine Arts Digital Photography program is designed to prepare graduates who possess the technical skills and a mature design vision needed to produce compelling imagery. Through rigorous study of the principles of photography and hands-on production techniques, students work to develop the technical skills and aesthetic sensibilities needed to become professional photographers and business people.

Desired Student Outcomes

1. **Communication:** Graduates use written, oral, and visual communication skills to convey ideas effectively to employers, colleagues, and clients. They communicate complex concepts to non-professionals.
2. **Visual Communication:** Graduates develop a style and vision conveying a personal point of view using problem solving processes that integrate extraordinary print quality and skillful judgment of aesthetic value.
3. **Critical Thinking:** Graduates assess the historical and social impact of photography and evaluate how their photographs fit within this context.
4. **Lighting:** Graduates exhibit technical excellence in lighting and demonstrate inclusion or exclusion of ambient light sources, placement of main light source, degree of diffusion, control of overall lighting contrast, and separation of subject and background.
5. **Production Processes:** Graduates apply technical skills and use appropriate terminology with respect to photographic tools, lighting techniques, color management, and the storage and electronic presentation of images.
6. **Business:** Graduates conceptualize, plan, and implement marketing strategies to create a successful business model.
7. **Professional Presentation:** Graduates produce a portfolio of original work for current media and multiple platforms, integrating industry standards, personal interest, and career specialization.

Program Description

The Bachelor of Fine Arts degree program in Digital Photography reflects the continued impact of technology in the photography industry and the breadth of skills considered necessary by graduates to maintain and increase marketability upon completion of their degree. Specifically, this program includes areas such as digital color management, digital asset management, lighting, composition, and image manipulation; related skills in web and video; business fundamentals; and an internship in the field.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Digital Photography, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2728 clock hours, comprised of 1276 lecture hours, 1320 lab hours, and 132 internship or practicum hours. Also a student must receive a passing grade or credit for all required course work and meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.F.A. in Digital Photography		
Course	Title	Credits
Core Courses		
PHOB101	Principles of Photography	4
PHOB102	Introduction to Photography Applications	4
PHOB103	Digital Image Management	4
PHOB105	Photojournalism	4
PHOB112	Photographic Design	4
PHOB113	Lighting	4
PHOB115	History of Photography	4
PHOB122	View Camera Theory	4
PHOB123	Color Management & Printing	4
PHOB202	Studio Photography	4
PHOB203	Photographic Post-Production	4
PHOB205	Advertising / Art Direction	4
PHOB208	Business of Photography	4
PHOB209	Portfolio I	4
PHOB213	Time-Based Media I	4
PHOB222	Web Design for Non-Majors	4
PHOB223	Advanced Lighting	4
PHOB232	Portraiture	4
PHOB233	Advanced Photographic Post-Production	4
PHOB242	Editorial Photography	4
PHOB302	Location Photography	4
PHOB303	Time-Based Media II	4
PHOB307	Photographic Essay	4
PHOB317	Photography Criticism	4
PHOB406	Internship	4
PHOB408	Photography Marketing & Portfolio Package	4
PHOB419	Portfolio II	4
DPH340	Special Topics	4
Supporting Courses		
FND110	Observational Drawing	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

GAME ART & DESIGN, Bachelor of Fine Arts Degree Offered at Chicago and Schaumburg

Program Mission

The mission of the Bachelor of Fine Arts Game Art & Design program is to teach students art foundation skills, 3-D modeling, low-polygon art, game-level design, digital video and audio, and animation to help them create and design games. We seek to produce graduates who are skilled visual communicators and who combine artistic talent with technical competency. The program aims to prepare graduates to seek careers in the game and other industries such as 2D and 3D artists, texture mappers, and project managers; with experience and advancement some graduates may become game and level designers. Graduates may work as members of development teams to produce digital games, interactive entertainment, and educational and training software products.

Desired Student Outcomes

1. **Communication:** Graduates are skilled visual communicators, effectively collaborate with other artists and designers on a team, can tell a story visually, and possess written and oral skills that enable them to communicate effectively with prospective employers, colleagues, and clients.
2. **Problem Solving:** Graduates possess the creative design skills to conceptualize, develop, and evaluate a game; and problem solving skills that result in game design solutions, modeling and animation appropriate for a client and/or target audience; and understand the process of project management.
3. **Core Design Skills:** Graduates demonstrate the ability to apply design and art skills, both traditional and digital, towards game related projects.
4. **Principles of Gaming:** Graduates employ the principles of gaming, to plan, design, and create environments, level play, background stories, and characters.
5. **Technology and Production:** Graduates demonstrate the ability to apply the skills necessary to create quality game-ready assets using industry standard techniques and tools.
6. **Context:** Graduates understand game art and design in social, cultural, and historical contexts; have the research skills needed to develop game elements; apply mathematical concepts; the principles of acting and staging; and possess an ability to apply real world observations to animation.
7. **Industry Readiness:** Graduates demonstrate the requisite skills in presentation, interviewing, networking, resume-building and game business knowledge critical to seeking an entry-level artist and/or designer position in the industry.
8. **Professional Practice:** Graduates demonstrate knowledge of the managerial and developmental aspects of the game production pipeline and demonstrate knowledge of planning, budgeting, specifications, constraints, scope, teamwork, problem solving, and deadlines that go into making a market-ready game.

Program Description

In pursuing the bachelor's degree in Game Art & Design, students are encouraged to master traditional skills through a rich variety of fundamental art courses while learning to use 2D and 3D design tools to create characters, backgrounds, animations, and textures used in producing digital games and related interactive media. In addition, students acquire a level of awareness and knowledge of the terminology used in programming and scripting to be able to converse intelligently with programmers. The bachelor's degree program also provides a unique learning opportunity in the management of projects and game development teams. Anticipated assignments and projects include designing gameplay and back stories; creating characters and related environments; employing 3D modeling and animation software to create game art; employing 2D image software to create backgrounds and 3D textures; and applying knowledge of games to evaluate game products.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Game Art & Design, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2662 clock hours, comprised of 1298 lecture hours, 1364 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or

credit for all required course work as well as meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.F.A. in Game Art & Design		
Course	Title	Credits
Core Courses		
GADB101	Introduction to Game Development	4
GADB102	Interactive Storytelling	4
GADB202	Game Design & Game Play	4
GADB205	Concept Design & Illustration	4
GADB212	Level Design	4
GADB213	Game Modeling	4
GADB222	Advanced Level Design	4
GADB223	Advanced Hard Surface & Organic Modeling	4
GADB253	Environmental Modeling	4
GADB302	Programming for Mobile & Social Games	4
GADB303	Game Prototyping	4
GADB312	Game Animation	4
GADB313	Advanced Game Prototyping	4
GADB333	Team Production I	4
GADB403	Team Production II	4
GADB409	Portfolio I	4
GADB419	Portfolio II	4
Supporting Courses		
FND105	Design Fundamentals	4
FND110	Observational Drawing	4
FND120	Perspective Drawing	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4
MAAB102	Life Drawing & Gesture	4
MAAB111	Animation Principles	4
MAAB202	Character & Object Design	4
MAAB213	3D Modeling	4
MAAB223	Hard Surface & Organic Modeling	4
MAAB232	3D Animation	4
MAAB242	Character & Technical Modeling	4
MAAB243	Material & Lighting	4
MAAB303	3D Character Rigging	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

MEDIA ARTS & ANIMATION, Bachelor of Fine Arts Degree

Offered at All Campuses

Program Mission

The Bachelor of Fine Arts in Media Arts & Animation program aims to provide graduates with the relevant career skills needed to seek and develop careers in the animation industry. The goal is accomplished through a focused curriculum based on industry referenced program exit competencies. Instructors who possess industry experience and content expertise as well as appropriate resources support the curriculum.

Desired Student Outcomes

1. **Communication:** Graduates are skilled visual communicators, tell a story visually, and possess written and oral skills that enable them to communicate effectively with prospective employers, colleagues, and clients.
2. **Collaboration:** Graduates demonstrate the ability to work on team-based projects
3. **Design:** Graduates demonstrate application of learned concepts from foundation level art courses. These include: drawing, color, form, design, composition and foundation level digital art skills.
4. **Animation:** Graduates demonstrate a practical understanding and application in the principles of animation, acting and movement, and cinematic storytelling as it relates to 2D and 3D animation.
5. **Problem Solving:** Graduates possess the creative design skills to conceptualize, and develop an animation; critiquing skills that lead to evaluation and editing; problem-solving skills to resolve unsatisfactory elements of an animation; graduates understand the process of project management.
6. **Conceptual:** Graduates demonstrate the ability to conceptualize, plan, execute, and deliver quality animation projects.
7. **Technical:** Graduates demonstrate an applied technical knowledge of animation tools and software according to current industry standards.
8. **Context:** Graduates possess an ability to apply real world observations to animation, an understanding of the human figure; understand the principles of acting and staging; understand animation in social, cultural, and historical contexts; and have the research skills needed to develop animation elements.
9. **Professionalism:** Graduates demonstrate professionalism, through the creation and presentation of a demo-reel and self-promotion package, according to current industry standards.

Program Description

The Media Arts & Animation curriculum aims to provide students with a substantial foundation in drawing skills, color theory, design concepts, audio/video techniques and basic computer applications. From this foundation, degree candidates develop advanced skills in various aspects of computer graphics and animation. Students explore the various tools used in computer animation including operating systems, 3-D modeling and animation software, 2-D animation techniques and desktop video production. These tools and concepts aim to enhance our student's versatility and creativity and enable them to produce a digital portfolio that demonstrates their practical and technical abilities to employers.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Media Arts & Animation, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2728 clock hours, comprised of 1276 lecture hours, 1320 lab hours, and 132 internship hours if the internship option is taken; otherwise, 2662 clock hours, comprised of 1298 lecture hours, 1364 lab hours, and no internship hours. Also a student must receive a passing grade or credit for all required course work, meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.F.A. in Media Arts & Animation		
Course	Title	Credits
Core Courses		
MAAB101	Language of Animation & Film	4
MAAB102	Life Drawing & Gesture	4
MAAB111	Animation Principles	4
MAAB112	Short Format Storytelling	4
MAAB202	Character & Object Design	4
MAAB204	Acting & Movement for Animators	4
MAAB213	3D Modeling	4
MAAB222	Storyboarding & Animatics	4
MAAB223	Hard Surface & Organic Modeling	4
MAAB232	3D Animation	4
MAAB233	Motion Graphics	4
MAAB242	Character & Technical Modeling	4
MAAB243	Material & Lighting	4
MAAB302	3D Character Animation	4
MAAB303	3D Character Rigging	4
MAAB312	Animation Studio	4
MAAB313	Advanced Lighting & Texturing	4
MAAB323	Emerging Technologies for Animation	4
MAAB333	Dynamics and Simulation	4
MAAB343	Pre-Production Team	4
MAAB363	Advanced Illustration for Production	4
MAAB403	Production Team	4
	MAAB406 (Internship) or alternative program-relevant course	4
MAAB409	Portfolio Production	4
MAAB419	Portfolio Presentation	4
Supporting Courses		
DFVB353	Compositing for Digital Film	4
FND105	Design Fundamentals	4
FND110	Observational Drawing	4
FND120	Perspective Drawing	4
FND135	Image Manipulation	4
FND150	Digital Color Theory	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
GEN399	General Education Capstone	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
	Total Credits	180

VISUAL EFFECTS & MOTION GRAPHICS, Bachelor of Fine Arts Degree

Offered at Schaumburg

Program Mission

The mission of the Bachelor of Fine Arts in Visual Effects & Motion Graphics program is to prepare students to seek entry into the field of visual effects and motion graphics.

Desired Student Outcomes

1. **Communication:** Graduates demonstrate elements of effectively telling a story to an audience; apply principles of visual communication to their work; have oral and written presentation skills appropriate to working with employers, colleagues, and clients.
2. **Collaboration:** Graduates demonstrate the ability to work on team-based projects.
3. **Design Skills** - Graduates demonstrate the ability to use traditional design skills in the production of digital art projects.
4. **Technical:** Graduates demonstrate an applied technical knowledge of compositing, effects, animation tools and software according to current industry standards.
5. **Visual effects:** Graduates apply visual effects and motion graphics skills to meet the needs of corporate communication, television, motion picture, video production, and other media outlets.
6. **Planning and problem solving:** Graduates demonstrate the ability to conceptualize, plan, execute, and deliver quality visual effects and motion graphics projects.
7. **Audio:** Graduates produce and assemble necessary audio elements, including voice, sound effects and music and apply them effectively to motion graphic and visual projects.
8. **Professionalism:** Graduates demonstrate professionalism through the creation and presentation of a demo-reel and self-promotion package, according to current industry standards.

Program Description

The Visual Effects & Motion Graphics program aims to prepare graduates with the knowledge, skills and attitudes necessary to seek entry and maintain a career as a visual effects artist, digital compositor, or motion graphics artist. As a consequence, the Visual Effects & Motion Graphics program is a fluid program that is aligned with the current needs of the television and film industry. The program focuses on 2D and 3D graphics, digital compositing, effects production and motion graphics for use in television and film production.

Graduation Requirements

To receive a Bachelor of Fine Arts degree in Visual Effects & Motion Graphics, students must complete a minimum of 180 quarter-credits with 56 quarter-credits in general education courses and 124 in the specialty area with a cumulative GPA of 2.0 or higher. The entire program includes 2618 clock hours, comprised of 1342 lecture hours, 1276 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or credit for all required course work as well as meet portfolio requirements including participation in the Senior Portfolio Show. Graduating students must pass a required course in which a portfolio is produced and satisfy all financial obligations to The Illinois Institute of Art.

Students who are unable to attend the Senior Portfolio Show must appeal this graduation requirement with their Program Chair or Coordinator in writing and show proof of mitigating circumstances. The appeal must be approved by the campus Dean or Provost.

Requirements for B.F.A. in Visual Effects & Motion Graphics		
Course	Title	Credits
Core Courses		
DFV101	Introduction to Digital Filmmaking	4
DFV120	Fundamentals of Audio	4
DFV225	Fundamentals of Editing	4
DFV230	Fundamentals of Lighting	4
DFV300	Directing & Pre-Production	4
DFV305	Media Compositing	4
DFV320	Production Audio	4
VFX110	Digital Typography	4
VFX210	Advanced Image Manipulation	4
VFX250	Fundamentals of Motion Graphics	4
VFX307	Visual Effects	4
VFX333	Visual Effects Career Development	4
VFX350	Broadcast Motion Graphics	4
VFX403	Portfolio I	4
VFX407	Advanced Visual Effects	4
VFX410	Advanced Motion Graphics	4
VFX415	Portfolio II	4
VFX420	Art Direction	4
VFX440	Studio Production	4
	Elective	4
Supporting Courses		
ART100	Design Fundamentals	4
ART102	Observational Drawing	4
ART110	Color Theory	4
ART111	Life Drawing	4
DPH242	Image Manipulation	4
MAA217	3D Modeling	4
MAA221	Storyboarding	4
MAA227	Materials & Lighting	4
MAA228	3D Animation	4
MAA336	3D Visual Effects & Compositing	4
MAA337	Hard Surface & Organic Modeling	4

General Education Courses		
GEN101	English I	4
GEN102	English II	4
GEN105	Effective Speaking	4
GEN150	Mathematical Concepts and Connections	4
	Fine Arts - GEN205-GEN212	4
	Humanities & Fine Arts 200-Level Elective	4
	Humanities & Fine Arts 300-Level Elective	4
	Mathematics Elective	4
	Life Science 200-Level Elective	4
	Physical or Life Science 200-Level Elective	4
	Physical & Life Science 300-Level Elective	4
	Social Science 200-Level Elective	4
	Social Science 300-Level Elective	4
GEN399	General Education Capstone	4
	Total Credits	180

Diploma Programs

Diploma programs are intended for students with specific career plans that do not require associate or bachelor's degrees. Some are designed to provide advanced training for students with partial or completed college degrees; others may be taken by students with high school diplomas seeking career training. The programs include courses offered to undergraduate students in various departments.

Additional Admissions Criteria for Diploma Programs

Culinary Arts and Baking and Pastry. All students admitted to the institution are eligible to enroll in Culinary Arts or Baking & Pastry.

BAKING & PASTRY, Diploma

Offered at Chicago and Detroit

Please visit the following Gainful Employment links for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important info on the Diploma in Baking & Pastry:

Location	Gainful Employment URL
The Illinois Institute of Art Chicago	ge.artinstitutes.edu/programoffering/3293
The Art Institute of Michigan Detroit	ge.artinstitutes.edu/programoffering/3288

Mission Statement

The mission of the Baking & Pastry diploma program is to provide an environment for students to become learners who possess the skills, knowledge, creativity and ethical values necessary in the rapidly changing, culturally diverse culinary professions. Overall, the intent of the program is to have experienced industry professionals impart their knowledge and technical acumen to the students. The approach to education relies heavily on actually participating in projects that are practical and technical in scope. Students will have the opportunity to learn a variety of international and classical pastries and desserts using basic as well as advanced techniques, which meet industry quality standards.

Desired Student Outcomes

1. **Safety and sanitation:** Graduates demonstrate the ability to establish and maintain safety and sanitation procedures.
2. **Cooking:** Graduates demonstrate the ability to prepare standardized recipes using a variety of cooking, baking and pastry techniques as well as appropriate equipment and tools.
3. **Cuisines:** Graduates demonstrate the ability to produce various baked goods and a variety of international and classical pastries and desserts using basic as well as advanced techniques, which meet industry quality standards.
4. **Problem solving:** Graduates demonstrate the ability to design, produce, assemble and decorate display and wedding cakes using various finishing methods which meet industry quality standards.

Program Description

This program aims to provide students with culinary skills combined with a focus on baking and pastry. This combination skill set and basic food service management skills aim to enhance each graduate's ability to meet the challenges of an increasingly demanding and rapidly changing field. Two strengths of the program of study are an emphasis on culinary skills, as well as the core baking and pastry courses and basic food service management skills.

Program Requirements

The Diploma in Baking & Pastry requires a total of 51 credit hours. The entire program includes 1045 clock hours, comprised of 165 lecture hours, 880 lab hours, and no internship or practicum hours.

Requirements for Diploma in Baking & Pastry		
Course	Title	Credits
CULA210	Nutrition	3
CULB101	Concepts & Theories of Culinary Techniques	2
CULB103	Fundamentals of Classical Techniques	6
CULB108	Sustainable Purchasing & Controlling Costs	4
CULB112	Latin Cuisine	2
CULB113	American Regional Cuisine	6
CULB123	Introduction to Baking and Pastry Techniques	6
CULB212	Asian Cuisine	2
BAPB102	European Cakes & Tortes	4
BAPB202	Advanced Patisserie & Display Cakes	4
BAPB203	Artisan Breads & Baking Production	4
CULB208	Management, Supervision & Career Development	4
BAPB212	Chocolate, Confections & Centerpieces	4
	Total Credits	51

CULINARY ARTS, Diploma

Offered at Chicago and Detroit

Please visit the following Gainful Employment links for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important info on the Diploma in Culinary Arts:

Location	Gainful Employment URL
The Illinois Institute of Art Chicago	ge.artinstitutes.edu/programoffering/3294
The Art Institute of Michigan Detroit	ge.artinstitutes.edu/programoffering/3287

Mission Statement

The mission of the Culinary Arts diploma program is to provide an environment for students to become learners who possess the skills, knowledge, creativity and ethical values necessary in the rapidly changing, culturally diverse culinary professions. Overall the intent of the program is to have experienced industry professionals impart their knowledge and technical acumen to the students. The approach to education relies heavily on actually participating in projects that are practical and technical in scope. Students will have the opportunity to prepare a variety of international recipes utilizing the correct techniques, ingredients and equipment which meet industry quality standards.

Desired Student Outcomes

1. **Safety and sanitation:** Graduates demonstrate the ability to establish and maintain safety and sanitation procedures.
2. **Cooking:** Graduates demonstrate the ability to prepare standardized recipes using a variety of cooking techniques which meet industry quality standards.
3. **Cuisines:** Graduates demonstrate the ability to prepare a variety of recipes utilizing the correct techniques, ingredients and equipment which meet industry quality standards.
4. **Professionalism:** Graduates define and articulate the core values of the culinary professional.

Program Description

The Culinary Arts diploma program provides students with fundamentals in culinary techniques, food production skills and critical thinking skills. Students will study the fundamentals of cooking, baking and pastry, as well as the art of the cold kitchen. Food production skills are complimented with basic food service management skills.

Program Requirements

The **Diploma in Culinary Arts** requires a total of 53 credit hours. The entire program includes 979 clock hours, comprised of 209 lecture hours and 770 lab hours.

Requirements for Diploma in Culinary Arts		
Course	Title	Credits
CULA210	Nutrition	3
CULB101	Concepts & Theories of Culinary Techniques	2
CULB103	Fundamentals of Classical Techniques	6
CULB108	Sustainable Purchasing & Controlling Costs	4
CULB112	Latin Cuisine	2
CULB113	American Regional Cuisine	6
CULB122	World Cuisine	2
CULB123	Introduction to Baking and Pastry Techniques	6
CULB203	Garde Manger	6
CULB206	Food and Beverage Operations Management	4
CULB208	Management, Supervision & Career Development	4
CULB212	Asian Cuisine	2
CULB213	A la Carte Kitchen	6
	Total Credits	53

DIGITAL DESIGN, Diploma

Offered at Schaumburg

Please visit the following Gainful Employment links for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important info on the Diploma in Digital Design:

Location	Gainful Employment URL
The Art Institute of Schaumburg	ge.artinstitutes.edu/programoffering/244

Program Mission

The mission of the Digital Design diploma program is to prepare students to seek entry into the field by providing a foundation in digital design including:

- Design fundamentals and typography principles
- Concept development and digital illustration
- Color composites and renderings using digital image manipulation
- High-quality page layouts and designs
- Print production procedures
- Production of digital print artwork
- Extensive software knowledge on MAC and PC platforms
- Digital grid systems
- Portfolio and presentation skills

Desired Graduate Outcomes

1. Graphic design principles and skills: Graduates demonstrate the creative and technical skills employers in the digital design field require, which include a) design principles, b) layout skills, c) production skills.
2. Professionalism: Graduates demonstrate the professional skills necessary to seek employment.

Program Description

The Digital Design Diploma program provides students the opportunity to gain a foundation in digital layout and design, concept development, typography, pre-press production, photo manipulation, and basic graphic design fundamentals. A prospective student interested in the Digital Design Diploma program must be an adult learner with one year of full-time related work experience within the last two years who seeks to update his/her professional skills. In addition, a person must be a high school graduate or hold a General Educational Development (GED) Certificate (or HiSET test for students in the State of Illinois). Success in this program is dependent on the student having some prior proficiency in design software. In the last quarter of the program, students will develop an individualized portfolio to help them seek employment in the field within printing companies, digital service bureaus, and in-house communications departments.

Graduation Requirements

The Diploma in Digital Design program requires a total of 36 credit hours. The entire program includes 594 clock hours, comprised of 198 lecture hours, 396 lab hours, and no internship or practicum hours. Also a student must receive a passing grade or credit for all required course work.

Requirements for Diploma in Digital Design		
Course	Title	Credits
GD109	Digital Illustration	4
GD110	Introduction to Typography: Traditional	4
GD211	Digital Pre-Press	4
WDIM110	Designing for Multimedia Display	4
GD212	Typography: Hierarchy	4
GD203	Digital Layout	4
DPH252	Advanced Image Manipulation	4
GD300	Conceptual Imagery	4
GD302	Portfolio I	4
	Total Credits	36

WEB DESIGN & INTERACTIVE COMMUNICATIONS, Diploma

Offered at Schaumburg (Schaumburg is no longer accepting new enrollments.)

Please visit the following Gainful Employment links for program duration, tuition, fees, and other costs, median debt, salary data, alumni success, and other important info on the Diploma in Web Design & Interactive Communications:

Location	Gainful Employment URL
The Illinois Institute of Art Schaumburg	ge.artinstitutes.edu/programoffering/3286

Program Mission

The mission of the Diploma Web Design & Interactive Communications program is to prepare students to seek positions in their field and function as trained professionals. Students are primarily focused on the efficient and effective design, development and deployment of Web sites and mobile device applications in order to best convey the transmission and sharing of information through the Web.

Program Description

The Web Design & Interactive Communications diploma program aims to teach students how to create the look, feel and functionality of World Wide Web pages for client Web sites with a specific emphasis on professional standards and practical deployment. This course of study extends foundation principles in visual communications and interactive media as related to dynamic delivery through multiple channels including mobile technologies. Students will have the opportunity to develop abilities in computer languages, usability principles and information architecture in a team oriented environment that prepares them for the professional world. Students will also be trained in current web technologies and in project management on assignments that will enhance their personal portfolio.

Program Requirements

The Diploma in Web Design & Interactive Communications requires a total of 48 credit hours. The entire program includes 792 clock hours, comprised of 264 lecture hours, 528 lab hours, and no internship or practicum hours.

Desired Student Outcomes

1. **Visual communication:** Graduates demonstrate the use of appropriate visual elements and visual communication skills for interactive media.
2. **Web applications:** Graduates create applications that solve specified problems through a variety of scripting techniques.
3. **Critical thinking:** Graduates critique and evaluate appropriate design solutions.
4. **Business knowledge:** Graduates design and develop media marketing and business plans

Requirements for Diploma in Web Design & Interactive Communications		
Course	Title	Credits
FND135	Image Manipulation	4
GWDB103	Digital Illustration	4
GWDB111	Introduction to Layout Design	4
GWDB113	Fundamentals of Web Page Scripting	4
GWDB123	Programming Logic	4
GWDB201	Audio and Video	4
GWDB209	Portfolio I	4
GWDB213	Timeline Animation & Interaction	4
GWDB223	Intermediate Web Page Scripting	4
GWDB233	Advanced Web Page Scripting	4
GWDB303	Interactive Motion Graphics	4
GWDB432	Digital Typography	4
	Total Credits	48

Course Descriptions

Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student's responsibility to participate in the activities that will lead to successfully meeting the learning outcomes. Where no prerequisite information is listed, none are required.

ADVB101 Fundamentals of Advertising (4 credits)

Examines various methods, objectives and types of advertising and marketing communications in the context of current and emerging trends and cultural influences necessary to produce a variety of advertising campaigns.

ADVB201 Fundamentals of Marketing (4 credits)

The fundamental concepts and principles of marketing. The overview of marketing provided here will help students place their knowledge in a framework and understand how each component contributes to the strength and utility of a marketing plan. Students will also learn how to identify the ways in which world events and cultural assumptions influence marketing.

ADVB204 Consumer Behavior & Persuasive Sales Techniques (4 credits)

Examine the cultural, social, psychological and individual variables involved in consumer behavior. Review marketing practices that influence buyer decisions. Focus on the essential skills and persuasive techniques to affect a sales cycle. (Prerequisite: ADVB201)

ADVB205 History of Advertising (4 credits)

Examines the origins and evolution of advertising and how it has changed over time; its history, potential, limitations and impact on current culture and emerging trends. (Prerequisite: ADVB214)

ADVB207 Creative & Strategic Planning (4 credits)

Translate marketing objectives into advertising strategy. Take the business challenge the client has presented and translate it into a creative strategy with specific deliverables. (Prerequisite: ADVB201)

ADVB208 Principles of Market Research (4 credits)

Marketing research as a tool for developing strategies. The source of data, sampling procedures, questionnaire design, data collection and analysis.

ADVB214 Advertising Copywriting (4 credits)

Developing effective advertising strategies and copy executions that underlie and enable creative marketing and advertising campaigns and cultivate clear, logical, and creative copywriting skills. The unique characteristics of digital media and the creation of copy for digital media will be explored. (Prerequisite: GEN101)

ADVB215 Advertising Storyboarding & Scriptwriting (4 credits)

Basic storyboard layouts and techniques are examined and practiced. Students write scripts that convey messages in a clear, effective style that communicates to specific audiences. Emphasis is placed on developing concepts and researching, planning and writing scripts for broadcast commercials, public service announcements and interactive media communications.

ADVB302 Introduction to Ad Campaigns (4 credits)

Students create an integrated advertising campaign consisting of multiple media executions of a single, unified theme or concept. (Prerequisite: ADVB214)

ADVB303 Interactive Advertising (4 credits)

Students compare and contrast traditional and interactive outlets in order to develop a clear understanding of the demand for advertising and marketing on-line. Students discover and apply new methodologies in developing and working with interactive e-commerce. Students learn the unique characteristics and techniques of media writing and apply them to interactive media production. (Prerequisite: ADVB214)

ADVB304 Writing for Interactive Media (4 credits)

This is a specialized writing course for interactive design production. Students identify the requirements of different types of writing and the unique characteristics and techniques of interactive media writing. Students examine how various forms of media work together to reach audiences. Students further explore how to use interactive media to express ideas. These techniques are then applied to various forms of media and creating an interactive resume.

ADVB307 Brand Strategy (4 credits)

The role of branding and brand identity. Examines brand value, framework and positioning and their importance to building strong, enduring brands.

ADVB308 Account Planning (4 credits)

The account planner represents the consumer focus in an advertising agency. Inside the agency, an account planner helps choose and integrate research and considers proposed advertising decisions from the perspective of consumer behavior. The planner integrates the marketing research, creative and account management perspectives into the development of the creative brief as the foundation for advertising creative development. (Prerequisite: ADVB101)

ADVB322 Digital Media Campaigns (4 credits)

Students design and implement advanced marketing campaigns utilizing emerging digital media concepts, paradigms, and business models. Students combine and integrate interactive business models using both online and offline media. Students integrate knowledge of e-commerce and interactive media to include emerging technologies such as mobile marketing, social media marketing (SMM), viral advertising, and video and user generated content (UGC).

ADVB328 Public Relations (4 credits)

Examines the role of public relations, showing the principles, methods and means of influencing public opinion.

ADVB338 Media Planning (4 credits)

Review of advertising channel options in delivery of the marketing message. Budgeting advertising buys, creating media proposals and articulating return on investment. Creating media sales opportunities. (Prerequisite: ADVB101)

ADVB348 Leadership & Organizational Behavior (4)

Examine human relations theory and individual, group and organizational performance in relation to the structure of a business. Explore the dynamics of successfully leading a diverse workforce through organizational change.

ADVB402 Advanced Advertising Campaigns (4 credits)

Students research and develop a fully integrated advertising/promotional campaign. Value is placed on the importance of deadline, budget, client relationship and presentation as they relate to the creative process. Final project should document, support and argue the rationale and effectiveness of the campaign. Students prepare, present and defend a graduate project suitable for a professional audience. (Prerequisite: ADVB302)

ADVB406 Internship (4 credits)

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to seek entry to the field when they graduate. (Prerequisite: Permission of Academic Program Chair/Coordinator; International Students must receive permission from International Student Advisor.) 132 internship hours are required.

ADVB407 E-Commerce Strategies & Analytics (4 credits)

Explore various metrics and analytics tools for tracking the social and consumer behaviors of online visitors. Students will apply these tools by selecting appropriate key performance indicators (KPIs) for a campaign, identifying and responding to trends in real time, and generating and evaluating reports to determine campaign success. Students will formulate appropriate recommendations and data-driven decisions to optimize online activities.

ADVB409 Portfolio Presentation (4 credits)

Students will demonstrate their conceptual, design, craftsmanship and other skills as they assemble and refine portfolio elements in preparation for the transition into the professional world. Working individually with an instructor, each student will select representative pieces, showcasing work that reflects their personal style. Particular emphasis is placed on identifying short- and long-term professional employment goals, as well as related strategies and resources. Elements of the digital portfolio are developed. (Prerequisite: Permission of Academic Program Chair/Coordinator)

ADVB419 Portfolio II (4 credits)

This course will guide students through the process of compiling their work into a final interactive portfolio. It will also stress the importance of professional development and help students complete their initial job search requirements including personal branding. (Prerequisite: ADVB409)

ART100 Design Fundamentals (4 credits)

This hands-on course introduces the elements and principles of design. Students develop working skills with layout and organization of design elements for a variety of visual effects. The course emphasis is on design as a means of communication. Only for students in Graphic Design, Web Design, and Visual Effects.

ART102 Observational Drawing (4 credits)

This course explores the process by which three-dimensional forms and space are transformed into two-dimensional drawings. The learning sequence progresses from simple forms and skill levels toward more complex constructions and compositions. Emphasis is placed on developing line sensitivity, skill at light and dark modeling, and accurate perspective rendering. Only for students in Graphic Design, Web Design, and Visual Effects.

ART110 Color Theory (4 credits)

This fundamental course provides an introduction to the principles of color and an exploration of color theory as it relates to design. Students investigate color schemes and properties and their relationship to composition in making appropriate design decisions. The psychological, cultural and symbolic aspects of color will also be examined in relationship to visual communication. Only for students in Graphic Design, Web Design, and Visual Effects.

ART111 Life Drawing (4 credits)

This course explores the fundamentals of drawing the human figure. Students develop observation and rendering techniques and focus on depicting gesture and motion, rendering anatomy accurately, capturing the essence of movement and form in space, and creating effective compositions. Only for students in Graphic Design, Web Design, and Visual Effects. (Prerequisite: ART100 or FND105; ART110 or FND150)

AUDB101 Fundamentals of Audio (4 credits)

This course covers the principles of recording sound and study of sound characteristics, basic acoustics, ergonomics, and basic techniques for field recording. The role of sound in media production is explained and exemplified.

AUDB102 Music Theory for Audio Professionals (4 credits)

This course is an introduction to the rudiments of music theory. Students learn to identify notes and common scales as well as the notation of notes, scales and simple rhythms. The concept and structure of the lead sheet will be introduced. An ear-training component will develop the students skill in identifying and transcribing simple chords, melodies, and rhythms.

AUDB103 Audio Technology I (4 credits)

This course examines the principles of audio signals and the equipment used to record, process, and distribute audio content. Students will begin to develop an understanding of signal flow of audio systems using block diagrams. A survey of audio transmission, manipulation, and delivery systems including cables, connectors, basic stereo mixers, microphones, amplifiers, and loudspeakers will be presented. (Prerequisite: AUDB101)

AUDB111 Survey of the Audio Industry (4 credits)

This course explores the audio industry and its constituent sectors. There will be special emphasis on strategies for networking and utilizing industry organization.

AUDB113 Digital Audio I - Introduction to the Interface (4 credits)

This course introduces the theories, practices, and tools used in digital audio production and techniques of non-linear digital audio editing, focusing on the fundamental theories and concepts behind various types of digital audio tools. Students develop knowledge and skills needed to operate non-linear audio workstations.

AUDB123 Video Production for Audio (4 credits)

This course introduces students to the technical terms, equipment and techniques of video production.

AUDB133 Audio Recording I (4 credits)

This course covers theoretical foundations presented in Audio Technology I and are reinforced in this course through practical, hands-on applications. Students learn the operational techniques of basic audio systems with an emphasis on mixdown of prerecorded multitrack sessions. (Prerequisite: AUDB103)

AUDB143 Electronics I (4 credits)

Students are introduced to the fundamental concepts of electronics as they relate to audio production. Topics include Ohms Law, AC and DC circuits, basic troubleshooting for audio equipment, AC line voltage and filtered DC voltage, etc. (Prerequisite: AUDB103)

AUDB203 Production Sound (4 credits)

This course is an introduction to the science and art of production sound. Students learn how to use microphones, field mixers and digital sound equipment to record dialogue and sound effects in a variety of settings. The fundamentals of sound editing and mixing are introduced. (Prerequisite: AUDB123)

AUDB205 Listening & Analysis (4 credits)

This course covers ear-training and critical listening from the perspective of the audio engineer and contemporary production techniques. The student will learn to aurally analyze and identify typical contemporary popular song forms and the production techniques used to create them. (Prerequisite: AUDB113)

AUDB209 Portfolio I (4 credits)

This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate sound design, sound organization, presentation, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. (Prerequisite: Permission of Academic Program Chair/Coordinator)

AUDB213 Audio Technology II (4 credits)

Continue to study the principles of audio signals and the equipment used to record, process, and distribute audio content. Sound in acoustical form is discussed in relation to studio acoustics. Students expand their understanding of signal flow of advanced audio systems by creating and reading complex block diagrams. (Prerequisite: AUDB103)

AUDB215 Acoustics (4 credits)

This course examines the physical behavior of sound indoors and outdoors. Topics include human hearing and the principles of psychoacoustics, sound propagation, transmission, reflection, diffraction, diffusion, noise reduction, basic studio and room acoustics, and sound isolation. (Prerequisite: AUDB103)

AUDB223 MIDI Systems (4 credits)

Students develop a working theoretical and skills-based knowledge of the multi-timbral synthesizer and the sequencing environment within the context of the contemporary MIDI production studio. (Prerequisite: AUDB113)

AUDB233 Post-Production Sound (4 credits)

This course focuses on the artistic and technical problems of preparing sound in relation to picture. Students will learn the terminology and techniques of editing, mixing, and sound design. (Prerequisite: AUDB203)

AUDB243 Digital Audio II-Digital Audio Systems (4 credits)

Students learn the concepts and production techniques used with Pro Tools integrated into a digital audio workstation. Topics include computer based digital audio workstations, sound design, field recording, digital audio transfer protocols, software-based effects plug-ins, and online automation. (Prerequisite: AUDB113)

AUDB253 Audio Recording II (4 credits)

Students expand and develop audio skills through multi-track recording projects. The course focuses on recording techniques used in music production. Emphasis is placed on signal flow for basic tracks, mixdown, and overdubs. Other topics include close and distant microphone techniques, recording session management, analog tape recorders, studio documentation, signal processing, and moving fader automation systems. (Prerequisite: AUDB133)

AUDB263 Live Sound Reinforcement I (4 credits)

Students learn to set up and operate various audio equipments for a typical live sound reinforcement. Topics include reading block diagrams of audio systems, wiring speakers, connecting powers, testing and adjusting microphones, troubleshooting sound systems, and fine-tune reinforcement effects. (Prerequisite: AUDB133)

AUDB273 Electronics II (4 credits)

Explores the concepts, building, and application of transformers and filters and learn to read, interpret, and utilize data from more advanced schematic circuit diagrams. Emphasis is placed upon applying these electronic devices to the operation and troubleshooting of audio equipment. (Prerequisite: AUDB143)

AUDB283 Audio Distribution Technologies (4 credits)

This course addresses the end part of media production delivery and distribution. Students will study a variety of delivery methods and systems and determine the advantages and limitations of each. They will also examine the relationships between delivery systems and distribution methods and evaluate the relative efficiency, cost and effectiveness of each.

AUDB302 Synthesis & Sound Design I (4 credits)

In this course students develop advanced skills using synthesizers and samplers. Students study the elements of sound and how they apply to simple and complex waveforms, envelopes, LFOs, filters, and keyboard architecture. Theory and practice with sampling and subtractive synthesis using software and hardware sound sources. (Prerequisite: AUDB223)

AUDB312 Special Topics (4 credits)

This course addresses emerging technologies and techniques in the field of Audio Production. The course will also provide an intense examination of issues relevant to the Audio industry in a specific geographic region or sector of the Audio industry (Broadcast, Live Sound Reinforcement, Recording Techniques, etc.) (Prerequisite: AUDB209)

AUDB313 Digital Audio III-Mixing (4 credits)

This course covers digital audio theory and interacts with analog consoles, digital recorders, external DSP, software signal routing, interfacing equipment, and synchronizing digital audio streams. Topics include analog-to-digital/digital-to-analog conversion, dithering, error correction and concealment, digital storage media, encoding methods involving data compression, digital audio interface standards, DAW interchange standards and synchronization methods. (Prerequisite: AUDB243)

AUDB323 Advanced Recording Techniques (4 credits)

This course provides the student a greater understanding of SSL consoles, VCA automation systems, or other large-format professional recording consoles. Students use SMPTE Time Code for synchronization to a variety of multitrack formats, use digital audio sampling for sound replacement, and integrate software and MIDI sequencers into the analog studio mixing environment. Critical listening skills and critical analysis of master tapes are emphasized. Students participate in in-class recording sessions and engineer recording projects during and out of class hours, which may be included in their portfolio. (Prerequisite: AUDB253)

AUDB333 Sound for Interactive Media (4 credits)

Students learn the techniques of recording, mixing, and mastering for various interactive media such as CD-ROM, DVD, and the internet. The unique challenges of memory allocation and optimization are examined with a focus on quality differences between different formats. In addition, students examine coding and compression techniques. (Prerequisite: AUDB233)

AUDB353 Live Sound Reinforcement II (4 credits)

This course presents students with more sophisticated and complex situations for live sound reinforcement. Through studio settings or real world events, students learn to operate large format analogue and digital mixing consoles and solve signal manipulation problems with transformers. Students also learn professional protocols in live sound reinforcement settings. (Prerequisite: AUDB263)

AUDB403 Senior Project (4 credits)

This course initiates a two-quarter long comprehensive project which will be integral to students' final portfolios. Students will employ their cumulative skills to pre-produce a significant, sophisticated, multi-track digital audio work. Committee and/or faculty will approve the project content and type of the audio work. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor. (Prerequisite: Permission of Academic Program Chair/Coordinator)

AUDB406 Internship (4 credits)

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to seek entry to the field when they graduate. (Prerequisite: Permission of Academic Program Chair/Coordinator; International Students must receive permission from International Student Advisor.) 132 internship hours required.

AUDB408 Business & Culture of Audio (4 credits)

In this course students look at the industry from a non-technical perspective and examine the business side of the production facility as well as its role in a changing market and the impact that emerging technologies have on them. Issues of personality and attitude as they relate to working in the culture of an audio environment will also be covered as this class serves as a prerequisite to the Internship process. (Prerequisite: Permission of Academic Program Chair/Coordinator)

AUDB409 Portfolio II (4 credits)

This course aims to prepare students to seek entry-level employment within the industry by assisting them with the development and presentation of an audio production portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, sound design, sound organization, presentation, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. (Prerequisite: AUDB209)

AUDB418 Media Business Practices (4 credits)

This course covers basic business theory and practices for the media professional, as well as key legal requirements for artistic industries are addressed in this course.

BAPB102 European Cakes & Tortes (4 credits)

Students will build on competencies previously learned and apply those skills into new products to create more elaborate tortes and cakes using complex finishing methods by applying glazes, using decorative sponges, and building multi-component cakes. Topics to be covered include comparison of classical and modern preparations, classical cakes; glazed, iced, molded, and cream filled cakes, and bombes. (Prerequisite: CULB123)

BAPB202 Advanced Patisserie & Display Cakes (4 credits)

This course explores the techniques of plated desserts and the theory behind building edible art for A la Carte service, competition or banquet functions. Methods and procedures for producing high quality specialty decorated cakes, as well as the design, assembly, and decorating of wedding cakes will be introduced. (Prerequisite: CULB123)

BAPB203 Artisan Breads & Baking Production (4 credits)

Students are introduced to the fundamental skills, concepts and techniques of artisan bread baking. Special emphasis is placed upon the study of ingredients and their effect on the bread baking process. Use of sponges, wild yeast, bigas and poolish are incorporated in making authentic rustic bread.

BAPB212 Chocolate, Confections & Centerpieces (4 credits)

Students are introduced to the fundamental concepts, skills and techniques of chocolates and confections. Students are introduced to the basic techniques used in forming simple centerpieces. Lectures and demonstrations teach chocolate tempering, candy production and the rules that apply when creating centerpieces. (Prerequisite: CULB123)

CS101 College Success Course (0 credits) – offered at the Chicago Campus

College Success: CS101 is a not-for-credit course offered at no additional charge to students who enter The Illinois Institute of Art – Chicago with less than 12 earned credit hours of previous college experience. The goal of the course is to teach the skills essential to having a successful college experience. The course is comprised of three workshop sessions. Session I acclimates students to the campus and creates a sense of familiarity with all departments. Session II focuses on financial literacy and study/notetaking skills. Session III helps students prepare for a professional career. Grading is based on course attendance. Students who attend two of the three course meetings receive a 'PA' (pass) grade. Students who do not attend two or more of the sessions will receive a 'NP' (not pass) grade.

CULA210 Nutrition (3 credits)

This course centers on an explanation of the basic principles of nutrition and their relationship to health. The structure, functions and source nutrients including proteins, carbohydrates, fats, vitamins, minerals and water are discussed. Current issues in nutrition are reviewed including dietary guidelines, energy balance, vitamin supplements and food fads.

CULB101 Concepts & Theories of Culinary Techniques (2 credits)

The fundamental concepts, skills and techniques involved in basic cookery are covered in this course. Special emphasis is given to the study of ingredients and cooking theories. Lectures teach organization skills in the kitchen and work coordination. The basics of stocks, soups, sauces, vegetable cookery, starch cookery, meat and poultry are covered. Emphasis is given to basic cooking techniques such as sautéing, roasting, poaching, braising and frying. (Prerequisite: Must be currently enrolled in TAP Series for Food Safety Managers Certification Program)

CULB102 Management by Menu (3 credits)

This course provides fundamental principles in menu construction, formulation and analysis techniques. The students study different menu types, key menu components and apply in-depth concepts through the creation and presentation of a food service concept.

CULB103 Fundamentals of Classical Techniques (6 credits)

The fundamental concepts, skills and techniques involved in basic cookery are covered in this course. Special emphasis is given to the study of ingredients, cooking theories, and the preparation of stocks, broth, glazes, soups, thickening agents, the grand sauces and emulsion sauces. Lectures and demonstrations teach organization skills in the kitchen, work coordination, and knife skills. The basics of vegetable cookery, starch cookery, meat and poultry are covered. Emphasis is given to basic cooking techniques such as sautéing, roasting, poaching, braising and frying. Students must successfully pass a practical cooking examination covering a variety of cooking techniques. (Prerequisite: Co-requisite CULB101; must be currently enrolled in TAP Series for Food Safety Managers Certification Program)

CULB108 Sustainable Purchasing & Controlling Costs (4 credits)

This course introduces the student to the methodologies and tools used to control costs and purchase supplies. This course helps the student value the purchasing, planning, and control processes in the food and beverage industry. Primary focus is on supplier selection, planning, and controlling costs, with an introduction the study of sustainable products and approaches. Topics include planning and controlling costs using budgeting techniques, standard costing, standardized recipes, performance measurements, and food, beverage, and labor cost controls.

CULB112 Latin Cuisine (2 credits)

This course reinforces the basic knowledge and skills developed in preceding culinary classes. During this course, the student learns to develop an understanding of the authentic flavors and techniques associated with Latin cuisine and culture. The cuisines of Mexico, South America, and The New World will be emphasized. Specific focus is placed on utilizing indigenous ingredients and understanding traditional flavor profiles. (Prerequisite: CULB101, CULB103)

CULB113 American Regional Cuisine (6 credits)

This course builds on and reinforces the basic knowledge and skill development of the beginning culinary classes. Focusing on the preparation of traditional and contemporary American specialties with an emphasis on protein and sauce production. The concepts of mise en place, plate presentation, team work and sanitation are emphasized. (Prerequisite: CULB101 and CULB103)

CULB122 World Cuisine (2 credits)

This course reinforces the basic knowledge and skills developed in preceding culinary classes. During this course, the student learns to develop an understanding of the authentic flavors and techniques associated with a variety of world cuisines. Emphasis is placed on utilizing indigenous ingredients, understanding traditional flavor profiles and the application of these cultural influences in the contemporary kitchen. (Prerequisite: CULB101 and CULB103)

CULB123 Introduction to Baking and Pastry Techniques (6 credits)

This course is a combination of theory, lecture, demonstration, and hands-on production to provide an introduction to baking and pastry techniques for use in a commercial kitchen. Special focus is placed on the study of ingredient functions, product identification, and weights and measures as applied to baking and pastry techniques. Instruction is provided on the preparation of yeast-raised dough mixing methods, roll-in doughs, pie doughs, basic cake mixing methods, fillings, icings, pastry cream, and finishing techniques. Emphasis is also placed on dessert plating and presentation. Students must pass a practical exam. (Prerequisite: Must have completed TAP Series for Food Safety Managers Certification Program)

CULB202 Classical European Cuisine (2 credits)

Students execute variations on classic preparations involving creation of menu concepts, use of classical sauces and delivery of products with a classical haute cuisine menu system. (Prerequisite: CULB101 and CULB103)

CULB203 Garde Manger (6 credits)

This course teaches the student about methods related to cold food preparation, hors d'oeuvres, display platters, charcuterie, and culinary centerpieces. Students enhance skills through production, presentation and service. (Prerequisite: CULB101 and CULB103)

CULB206 Food and Beverage Operations Management (4 credits)

This course provides the student with the foundation necessary to understand and appreciate the role food and beverages play within the restaurant and how they interact with one another. The study of wine, beer and spirits are presented through lectures and formal wine and beer tastings.

CULB208 Management, Supervision & Career Development (4 credits)

This is a multifaceted course that focuses on managing people from the hospitality supervisor's viewpoint, and developing job search skills. The management emphasis is on techniques for increasing productivity, controlling labor costs, time management, and managing change. It also stresses effective communication and explains the responsibilities of a supervisor in the food service industry. Students develop techniques and strategies for marketing themselves in their chosen fields. Emphasis will be placed on students assessing their marketable skills, developing a network of contacts, generating interviews, writing a cover letter and resume, preparing for their employment interview, presenting a professional appearance, and interview follow-up.

CULB209 Culinary Capstone (4 credits)

Through competencies developed with previous related studies course work, students will develop a business plan for a minimum one hundred-seat restaurant. The project will include: Market Analysis and Marketing Strategy, Operating Budget, Sales Projections, Opening Inventories, Capital Equipment, Standardized Recipes and Costing for all standardized recipes, Menu and Facilities Design. The course covers the components of a business plan as well as techniques for developing and presenting sections of the plan. Business related competencies are reviewed and tutored as necessary for completion of the project. (Prerequisite: Permission of Academic Program Chair/Coordinator)

CULB212 Asian Cuisine (2 credits)

The student experiences authentic regional Asian cuisines of Japan, China, India, Korea, Thailand, Vietnam and the Spice Islands. Emphasis is placed on traditional ingredients, flavor profiles, preparation and techniques. (Prerequisite: CULB101 and CULB103)

CULB213 A la Carte Kitchen (6 credits)

This course introduces students to the A la Carte kitchen with emphasis on both the à la minute method of food preparation and dining room service standards. In addition, by the end of this course, students must submit proof that they have satisfied an Institute requirement of a minimum of 90 hours of field experience in food production outside of The Institute. During this course, emphasis will be placed on industry terminology, correct application of culinary skills, plate presentation, organization, and timing in producing items off both fixed-price and à la carte menus. The principles of dining room service are practiced and emphasized. The philosophy of food is further explored and examined in light of today's understanding of food, nutrition and presentation. Students will be required to submit documentation that they have completed at least 90 hours of either prior or concurrent field experience in the food service industry. Students are responsible to secure this experience on their own, and may seek assistance in finding suitable opportunities from The Institute. The goal of this field experience is to demonstrate professionalism, competence in performing the job, and the establishment of positive work relations. Appropriate documentation proving that the student has completed the minimum requirement of 90 hours of on-the-job work experience must be submitted by the final week of this course. (Prerequisite: CULB103 and CULB206)

CULB222 Art Culinaire (4 credits)

This course will celebrate the culinary styles, restaurants, restaurateur and chefs who are in the current industry spotlight. Their style, substance and quality will be discussed and examined. During the hands-on production aspect of the class, students will have the opportunity to be exposed to specialty produce and products. (Prerequisite: CULB103 and CULB113 and CULB123 and CULB203 and CULB206)

CULB304 Human Resource Management (4 credits)

This course is designed to provide an overview and foundation for all facets of the human resource element in the food service industry. Emphasis will include development of job descriptions, recruitment, hiring, training and termination of employees. (Prerequisite: CULB208)

CULB306 Legal Issues & Ethics for Culinarians (4 credits)

The course is designed to give the student an overview of legal issues arising in the foodservice environment. The students will examine laws pertinent to the hospitality/food service industry and will investigate the relationship of these laws to the administration of a service organization. This course also identifies common ethical dilemmas encountered by culinarians; introduces the student to the foundations, purpose, and content of ethical codes and approaches to ethical decision making. (Prerequisite: CULB208)

CULB307 Facilities Management & Design (4 credits)

This course provides students with information related to hospitality facility design and maintenance. Food service layout and design is related to operating issues, new building construction, and renovations. Planning and design of facilities including equipment, space and functional relationships, cost and operating efficiencies; emphasis on maintenance programs, safety regulations, building code requirements and energy conservation.

CULB308 Foodservice Technology & Information (4 credits)

This class explores the multitude of programs and processes used in various food service establishments as they apply to improving quality controls, labor and costs. Students also develop their own systems based on the best existing systems. Implementation of company-specific software programs is used.

CULB311 Exploring Wines & the Culinary Arts (4 credits)

This course provides an introduction to the production of wine from vineyard to bottle, as well as a review of the basic grape varieties that are used to make wine. Through lectures, research and tasting, students are exposed to different types, styles and quality levels of wine. Students will become familiar with the world's most important wine regions and learn the common criteria by which wines from these different regions are evaluated. This course is designed to teach students the applied approach to matching wine and food, using flavors, textures, and components present in food and wine as complementing strategies. The course emphasizes menu planning, preparation of foods, cooking methods, and tasting wines with food. (Prerequisite: CULB206)

CULB316 Leadership & Organizational Development (4 credits)

Students examine leadership, organizational management and culture, focuses on the role of the managers as facilitators of change within the organizations. The course emphasizes the concepts of motivation, interpersonal relationships, group dynamics, leadership, and organization culture. Examination of leadership styles, development of strategic plans, and critical problem solving in the hospitality industry are covered in the course. (Prerequisite: CULB208)

CULB318 Hospitality Marketing (4 credits)

This course is an introduction to service marketing as applied to the Hospitality industry. This course will cover application of basic marketing concepts and research methods. Design and delivery of marketing components for a hospitality business will be covered. Topics included but not limited to: unique attributes of service marketing; consumer orientation; consumer behavior; market segmentation principles; target marketing; product planning; promotion planning; market research; and competitor analysis.

CULB338 Foodservice Financial Management (4 credits)

This class gives the students the working knowledge of finance that is increasingly demanded of all hospitality managers. Easy-to-understand theories and applications show the students how to make business decisions and obtain critical information by analyzing financial statements. (Prerequisite: CULB108)

CULB404 Quality Service Management & Training (4 credits)

This class will examine the role of service in the food service industry and explore how to give quality customer service. Service systems and training programs in quality operations will be examined through the use of case studies and hypothetical scenarios. The course will cover employee training and development from both a strategic and operational perspective. The class will culminate by examining Charlie Trotter's service standards in what is often the best-rated restaurant in the United States. (Prerequisite: CULB206)

CULB406 Management Externship (4 credits)

An externship is a monitored program where students work part-time in a professional workplace approved by their department, applying their knowledge, skills and professionalism in a program-related environment. In the culinary management externship, students apply their technical knowledge in a working kitchen. Students have the opportunity to observe and participate in an operation related to their field of study gaining practical work experience prior to graduation. Culinary Management students focus on kitchen management related duties. (Prerequisite: Permission of Academic Program Chair/Coordinator; International Students must receive permission from International Student Advisor.) 110 externship hours required.

CULB407 Senior Culinary Practicum (2 credits)

This course is intended to be a practical capstone for the culinary management curriculum. It will draw on the majority of disciplines presented earlier in the program. In this class students will plan, organize, and execute functions that will be booked and/or sold to the public. Students in effect, will experience the necessary functions of opening their own restaurant. (Prerequisite: Permission of the Academic Director)

CULB408 Innovation & Entrepreneurship (4 credits)

This course provides an introductory overview to the knowledge and skills needed for entrepreneurship. The course offers a chance to gain new knowledge and skills about how to identify and pursue entrepreneurial opportunities that can be applied to a student's own interests. (Prerequisite: Permission of Academic Program Chair/Coordinator)

CULB409 Senior Project – Capstone (4 credits)

Through competencies developed with previous related studies course work, students will develop a business plan for a minimum one hundred-seat restaurant. The project will include: Market Analysis and Marketing Strategy, Operating Budget, Sales Projections, Opening Inventories, Capital Equipment, Standardized Recipes and Costing for all standardized recipes, Menu and Facilities Design. The course covers the components of a business plan as well as techniques for developing and presenting sections of the plan. Business related competencies are reviewed and tutored as necessary for completion of the project. (Prerequisite: Permission of Academic Program Chair/Coordinator)

CULB418 Global Management & Operations in the Hospitality Industry (4 credits)

This course provides students with an introduction to the dimensions and nature of the international hospitality industry. It is designed to review the principles of management and to apply management theory to the global marketplace. Students examine the social, cultural, political and economic environments within which international hospitality operators compete for survival and growth. Topics emphasized include cultural dimensions of management, international management strategy, international marketing and international human resource management. (Prerequisite: Permission of Academic Program Chair/Coordinator)

DFV100 Survey of Film & Video (4 credits)

Students receive an introduction to the digital filmmaking and video production industries, the types of career paths available and the variety of positions held. In addition, students are exposed to a historical overview of films and television programming to obtain a perspective of the art form as a whole.

DFV101 Introduction to Digital Filmmaking (4 credits)

This course introduces students to the fundamental terminology, concepts and techniques of creating moving images and of being a visual storyteller. Instruction is given in basic operation of a digital video camera including its set-up and operation. Using locations, actors, storytelling and other techniques for overall thematic and visual effect, students create a simple, short digital movie. Students demonstrate knowledge of the technical terms of video production and basic video production techniques. Only for students in VFX program.

DFV120 Fundamentals of Audio (4 credits)

This course investigates the principles of digital sound and music recording. An introduction to sound includes the study of sound characteristics, basic acoustics, ergonomics and basic techniques for field recording. Waveform physics and psychoacoustics are also covered. The role of sound and music in video production is explained and exemplified. Techniques to integrate digital audio for animation, video, CD-ROM and Web applications are explored.

DFV225 Fundamentals of Editing (4 credits)

This course introduces students to the editing of video and sound. The course covers the process of digital non-linear editing using contemporary software tools as well as the techniques employed in the profession of post-production editing for movies and television.

DFV230 Fundamentals of Lighting (4 credits)

In this introductory lighting class, the student is introduced to basic lighting concepts and terminology and how they specifically relate to media productions. The student learns to identify and use various types of lighting instruments and applications. Only for students in VFX program.

DFV300 Directing & Pre-Production (4 credits)

This course presents lectures and exercises on advanced pre-production and production techniques, including directing actors, dramatic/comedic effect, pre-production management documentation, production planning documents, location issues, crew management, running an efficient production and more. Only for students in VFX program. (Prerequisite: MAA221)

DFV305 Media Compositing (4 credits)

Focused on concepts and techniques of compositing and integration, this course enables students to assemble digital video and graphical elements to achieve an overall design and prepare the final product for delivery. Students learn to shoot subjects against a green or blue screen and apply post-production effects to the layered composite digital video materials to create a short video. (Prerequisite: VFX250)

DFV320 Production Audio (4 credits)

This course introduces students to the equipment, techniques, protocols, and procedures used in on-site recording for film and television. Topics include power requirements and electrical noise, acoustic isolation, location mixing, audio post-production tools and processes, field and post synchronization, sampling sounds and environments, microphone placement, wireless microphones, and communication and audio processing in the field. Only for students in VFX program. (Prerequisite: DFV120)

DFVB101 Survey of Digital Filmmaking & Video Production (4 credits)

A survey of the digital filmmaking and video production field within the larger framework traditional mass media and emerging communication technologies.

DFVB102 Introduction to Filmmaking Applications & Design (4 credits)

Introduction to professional software applications used for the creation and design of digital filmmaking and video production.

DFVB103 Fundamentals of Video Production (4 credits)

Students begin the implementation of fundamental terminology, concepts, equipment and techniques of video production. (Prerequisite: DFVB111)

DFVB105 Conceptual Storytelling (4 credits)

Introduces students to storytelling and the various elements of an effective story. Students will also translate a written story into visual elements in a storyboard. (Prerequisite: DFVB101)

DFVB107 Fundamentals of Producing & Directing (4 credits)

Focuses on the production processes from the perspectives of a producer and director. (Prerequisite: DFVB103)

DFVB111 Principles of Cinematography (4 credits)

Introduction of the history and principles of visual design for motion pictures through the use of a camera.

DFVB113 Fundamentals of Editing (4 credits)

Introduces the student to the editing of visuals and sound using non linear editing software. (Prerequisite: DFVB111)

DFVB133 Lighting for Digital Film (4 credits)

Students will be introduced to the basic concepts and principles of lighting for cinematography. Fundamentals of utilizing and controlling both natural and studio lighting with emphasis on the quality, quantity, and direction and its effect on the photograph.

DFVB202 Digital Cinematography (4 credits)

Explores various cameras, lighting techniques and styles used in digital filmmaking and video production. Discussions will cover advanced concepts and principles of camera operation, camera movement, use of lenses, composition and lighting techniques. (Prerequisite: DFVB103)

DFVB203 Editing (4 credits)

Using advanced editing methods; this course focuses on processing audio and video elements in media content and organizing such content for total effect and final delivery. (Prerequisite: DFVB113)

DFVB204 Acting & Directing (4 credits)

Develops students understanding of the role and responsibilities of a director and their role in helping actors bring characters to life. (Prerequisite: DFVB107)

DFVB205 History of Film & Media (4 credits)

Focuses on the history of film and media, with the goal of delivering a clear outline and analysis of its key developments and innovations.

DFVB212 Broadcast Graphics I (4 credits)

Students study the nature and attributes of motion and broadcast graphics and learn to generate, select, and manipulate still and motion graphics for broadcast and other media delivery. (Prerequisite: DFVB113)

DFVB213 Studio Production (4 credits)

Focuses on broadcast studio operation, live production, studio management, lighting, crew, and sound. Students will also explore the theoretical basis of the electronics behind the equipment needed for studio production. (Prerequisite: DFVB202)

DFVB214 Scriptwriting (4 credits)

Students explore the writing and creative elements needed to create scripts. They will also acquire knowledge of all elements from research to proposal to treatment to script. (Prerequisite: DFVB105)

DFVB222 Broadcast Graphics II (4 credits)

Reinforces compositing concepts, techniques and vocabulary acquired in Broadcast Graphics I and introduces more sophisticated tools and techniques. (Prerequisite: DFVB212)

DFVB223 Intermediate Audio (4 credits)

Explores the various methods and techniques for digital sound composition and design. Students will focus on using digital sound systems and manipulating sound elements for intended effects in media content. (Prerequisite: AUSB101)

DFVB233 Electronic Field Production (4 credits)

Students will learn video field production in two styles: Electronic News Gathering and Electronic Field Production. (Prerequisite: DFVB213)

DFVB306 Internship (4 credits)

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of a successful business. (Prerequisite: Permission of Academic Program Chair/Coordinator; International Students must receive permission from International Student Advisor.)

DFVB307 Media Theory & Criticism (4 credits)

Introduce students to the major theories used to analyze various media, including film, television and audio. (Prerequisite: DFVB205)

DFVB308 Media Delivery Systems and Distribution (4 credits)

Addresses the end part of digital filmmaking and video production delivery and distribution. Students will study a variety of delivery methods and systems and determine the advantages and limitations of each. They will also examine the relationship between delivery systems and distribution methods and evaluate the relative efficiency, cost, and effectiveness of each. (Prerequisite: DFVB353)

DFVB309 Portfolio I (4 credits)

This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. (Prerequisite: Permission of Academic Program Chair/Coordinator)

DFVB313 Sound Design (4 credits)

Explores the various methods and techniques for digital sound composition and design in film and video. (Prerequisite: AUSB101)

DFVB316 Media Production Workshop (4 credits)

Working in production teams, students in this workshop class will deal with real clients, typically representatives of non-profit organizations. Guided by a faculty, students interview the client to determine expectations and work in a team to design and produce the media content for an intended delivery system. (Prerequisite: DFVB323)

DFVB323 Short Media Production (4 credits)

Discusses short form as a genre of media production and its features in subject matter and style. Students learn to produce short-form news, information, or dramatic content for multiple delivery platforms. (Prerequisite: DFVB103)

DFVB332 Senior Project Preparation (4 credits)

Initiates a multi-quarter, comprehensive project which will be integral to students' final portfolios. With department approval, students will employ their cumulative skills to pre-produce a digital film in a chosen genre. (Prerequisite: Permission of Academic Program Chair/Coordinator)

DFVB333 Senior Project Production (4 credits)

This course continues the three-quarter long comprehensive project begun in Senior Project Preparation. Students will employ cumulative skills to produce a significant, sophisticated, digital film in a chosen genre. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor. (Prerequisite: DFVB332)

DFVB353 Compositing for Digital Film (4 credits)

Students in this course learn the concepts, techniques, and vocabulary of compositing. Students apply rotoscoping, match moving, keying, and layering to finalize their multiple-source projects. (Prerequisite: Permission of Academic Program Chair/Coordinator)

DFVB409 Portfolio II (4 credits)

This course aims to prepare students to seek entry-level employment within the industry by assisting them with the development and presentation of a graphic design portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. (Prerequisite: DFVB309)

DPH242 Image Manipulation (4 credits)

Using drawing and composition abilities, students will explore raster-based software. Compositing, editing, scanning and retouching will be an integral part of the course. Digital cameras and basic photographic techniques will be introduced.

DPH252 Advanced Image Manipulation (4 credits)

This course is designed to further enhance the skills acquired in previous image manipulation and technology based classes. Emphasis will be placed on advanced applications and the appropriate selection of variables for the required task. Students will study the possibilities and constraints of image transport and display over the Internet. Interface design is studied in an application – oriented approach. (Prerequisite: DPH242 or Permission of Academic Program Chair/Coordinator)

DPH340 Special Topics (4 credits)

This course focuses on a selected theme or photographic specialty. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FADB101 Elements of Garment Construction (4 credits)

This course introduces the student to apparel industry sewing standards and techniques. Through the completion of samples and the construction of basic garments, students learn the processes of measuring, cutting, sewing, and sequence of assembly; and apply fundamental garment construction skills utilizing industrial equipment.

FADB102 Fashion Illustration (4 credits)

Student utilize basic and advanced techniques in rendering the fashion figure, garments, details, and textiles using various media with a focus on application of color and texture. Students will begin to develop a personal illustrative style. (Prerequisite: FND110)

FADB103 Textile Fundamentals (4 credits)

Students study textiles exploring natural and manufactured fibers, structure, production, uses, and characteristics.

FADB111 Survey of the Fashion Design Industry (4 credits)

This course is an overview of the fashion industry, examining how garments are designed, created, produced and marketed.

FADB201 Advanced Construction (4 credits)

In this course students study advanced industrial construction techniques to further refine construction skills and apply to structured garments. (Prerequisite: FADB101)

FADB202 Technical Drawing (4 credits)

Development of presentation boards and technical illustrations manually and by computer aided design technology. (Prerequisite: FADB102)

FADB203 Patternmaking (4 credits)

This course is an introduction to the principles of patternmaking through drafting basic block and pattern manipulation. Working from the flat pattern students will apply these techniques to the creation of a garment design. (Prerequisite: FADB201)

FADB208 Trends & Forecasting (4 credits)

The course focuses on the study of trends, trend forecasting, demographics and social issues that affect fashion. (Prerequisite: FADB217)

FADB213 Advanced Patternmaking (4 credits)

Students study advanced patternmaking and construction techniques in accordance with garment trade practices. Emphasis will be on the manipulation of patterns for more complex designs and development of stretch fabric blocks for garment creation. (Prerequisite: FADB203)

FADB217 Modern History of Fashion (4 credits)

Students study evolution of garments and accessories from the French Revolution to the present.

FADB223 Computer Patternmaking (4 credits)

This course will focus on the use of Computer Aided Design in patternmaking. Students will utilize industry software and hardware to engineer patterns from original designs in a laboratory setting. Work will be initiated for presentation in the final portfolio of student work. (Prerequisite: FADB203)

FADB233 Draping & Fit Analysis (4 credits)

The course is an introduction to the principles and techniques of draping and translating the fit of garments on a body. Proportion, line, grain and fit are analyzed. Students demonstrate understanding by translating changes back to a flat pattern. (Prerequisite: FADB213)

FADB243 Specialized Sewing Techniques (4 credits)

This course explores tailoring, advanced sewing, and finishing techniques. Students learn appropriate fabric selection, proper cutting and marking, and inner construction methods. (Prerequisite: FADB201)

FADB308 Fundamentals of Business (4 credits)

This course is structured to investigate the wide ranges of both traditional and emerging business topics and considerations, preparing students as they transition into a media and design profession. Concepts of professionalism, expected business needs, an understanding of self-marketing, proposals and project management, and intellectual property and contractual issues will be addressed.

FADB312 Sourcing & Technical Design (4 credits)

Through a variety of in-depth research and analysis, students create computer generated production packages consisting of costing analysis, size specification, construction standards, sourcing materials and production methods, detailed front and back flats. Students will also learn to apply relevant regulations and laws to the apparel industry. Students will develop a further understanding of the end uses and application of textiles. (Prerequisite: GWDB103)

FADB313 Computer Production Systems (4 credits)

This course covers industrial application of patternmaking through the creation of production ready patterns including grading and marker making. (Prerequisite: FADB223)

FADB322 Senior Collection Concept (4 credits)

Students develop a final collection beginning with market research, development of concepts, illustrations, and the sourcing of materials. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FADB332 Surface Design (4 credits)

Students utilize manual surface design applications of colors, prints, and motifs on a variety of fabrications. (Prerequisite: FADB103, FADB203)

FADB402 Digital Textile Design (4 credits)

Using pixel and vector based software students explore applied and structural techniques for textile print design and fabric development exploring applied and structural techniques using pixel and vector based software. (Prerequisite: FADB202 and FADB332)

FADB403 Senior Collection Technical (4 credits)

Students continue developing final collection through completion of technical drawings, specifications, patternmaking and fit. (Prerequisite: FADB322)

FADB406 Internship (4 credits)

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to seek entry to the field when they graduate. (Prerequisite: Permission of Academic Program Chair/Coordinator; International Students must receive permission from International Student Advisor.) 132 internship hours required.

FADB409 Portfolio I (4 credits)

This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FADB413 Senior Collection Production (4 credits)

Students complete the final development phase of their senior collection including specification package. Emphasis placed on finished construction and presentation of original line. (Prerequisite: FADB403)

FADB419 Portfolio II (4 credits)

This course aims to prepare students to seek entry-level employment within the industry by assisting them with the development and presentation of a digital publishing portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FD311 Design Specialties (4 credits)

In a laboratory setting, students design and construct apparel for the women's market. All specialty areas are analyzed. (Prerequisite: FADB103 and FADB213 and FADB312 and FADB233)

FD321 Specialized Areas in Design (4 credits)

Students design and construct apparel in focused areas such as men's or children's wear, or a particular theme, style, fabric, or mode of production. Problem solving skills are used to develop product prototypes. (Prerequisite: FADB103 and FADB213 and FADB312 and FADB233)

FMMB103 Survey of Manufacturing & Product Development (4 credits)

This course introduces students to manufacturing processes. Students develop a working knowledge of terms, methods, and an understanding of production operations. By the end of the course, students are able to apply these concepts to their own uses. Students study various production-time and quality-assurance methods. Participation facilitates students in generating decisions in production operations.

FMMB201 Merchandising Math (4 credits)

A survey of quantitative skills necessary for merchandise planning in the wholesale and retail business environment.

FMMB202 3D Visual Merchandising (4 credits)

This course will provide you with an introduction to concepts relating to basic space planning. Through a combination of lectures, real world case study analysis, and hands-on exercises using virtual 3D space planning software, you will complete the course having a solid foundation of space planning fundamentals. (Prerequisite: FND135)

FMMB203 Event & Fashion Show Production (4 credits)

The student will be introduced to a range of skills needed to produce a successful store event or fashion show. During this course, the student will gain insight into the role of creative and technical experts involved with the runway, backdrop, special effects and lighting, music, models and choreography, hair and make-up and video teams. (Prerequisite: FND135 and FADB208)

FMMB211 Retail Buying (4 credits)

This course provides a foundation for the study of retail buying. Theories are analyzed through the study of merchandise classifications and the calculation of open-to-buys. (Prerequisite: FMMB201)

FMMB218 Human Resource Management (4 credits)

This course is designed to provide an overview and foundation for all facets of human resource management. Topics will include job design, labor relations, recruitment, selection and development of employees, compensation administration, employee appraisal, and government regulations involved with equal employment opportunity, affirmative action, accommodations, Fair Labor Standards Act, and workplace safety. The strategic aspect of human resource management will be explored in depth. (Prerequisite: FADB308)

FMMB221 Merchandise Management (4 credits)

An advanced course in the study of stock control and managing open-to-buys which provides a practicum in buying, utilizing computer spreadsheets for data analysis. (Prerequisite: FMMB211)

FMMB301 Elements of Retail Logistics & Distribution (4 credits)

This course will explore the process of strategically managing the procurement, movement and storage of materials, parts and finished inventory (and the related information flows) through the organization and its marketing channels with the goal of balancing cost and service requirements in anticipation of demand. (Prerequisite: FMMB211)

FMMB302 Global Marketing (4 credits)

Students will gain an understanding of global marketing opportunities, problems and strategies that impact the international environment. In addition, students will become knowledgeable about international marketing concepts; cross-cultural sensitivities, political and legal influences, and economic considerations and how these concepts relate to decision making in an international environment. (Prerequisite: ADVB307)

FMMB303 Apparel Fit & Construction Evaluation (4 credits)

This course is designed for fashion management students to evaluate the equation between quality and cost in garments as well as understanding body measurement points, fit and silhouette analysis. Students should be able to measure garments and identify components and textiles as well as analyze quality of trims, fabrics and construction in relationship to price point. (Prerequisite: FADB103)

FMMB312 Fundamentals of Fashion Styling (4 credits)

Through visual examples, assignments, and critiques this course introduces students to the field of fashion styling and its relationship to the fashion industry. Through completion of location and studio projects, students develop basic requirements to produce contemporary fashion imagery. Students gain experience in how to source clothing and accessories necessary for styling, and they learn to create, to manipulate, and to rework concepts in order to communicate through images. (Prerequisite: FADB217)

FMMB338 Fashion Merchandising Portfolio (2 credits)

This course will guide students through the process of compiling their work into a final interactive portfolio. It will also stress the importance of professional development and help students complete their initial job search requirements including personal branding. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FMMB406 Internship (4 credits)

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to seek entry to the field when they graduate. (Prerequisite: Permission of Academic Program Chair/Coordinator; International Students must receive permission from International Student Advisor.) 132 internship hours required.

FMMB408 Entrepreneurship (4 credits)

Studies explore innovation and rapid change as they relate to the entrepreneur. Discussion includes issues regarding financial, behavioral, organizational, and marketing challenges facing emerging enterprises. Students create a business plan for the start-up of a new fashion-related company, product, or service. Special emphasis is placed on the disciplines of planning that are vital to entrepreneurial success. (Prerequisite: ADVB348)

FMMB409 Portfolio I (4 credits)

This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FMMB419 Portfolio & Professional Development (4 credits)

This course will guide students through the process of compiling their work into a final interactive portfolio. It will also stress the importance of professional development and help students complete their initial job search requirements including personal branding. (Prerequisite: Permission of Academic Program Chair/Coordinator)

FND105 Design Fundamentals (4 credits)

This introductory course will explore the principles of design, and introduce and develop the creative process. Design elements and relationships will be identified and employed to establish a basis for aesthetic sensitivity and critical analysis. Design will be presented as a tool of communication.

FND110 Observational Drawing (4 credits)

Involves the observation and translation of three-dimensional form into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students will build skill levels in composition, line quality, through the use of tone light and shadow.

FND111 Life Drawing (4 credits)

This course explores the fundamentals of drawing the human figure. Students develop observation and rendering techniques and focus on depicting gesture and motion, rendering anatomy accurately, capturing the essence of movement and form in space, and creating effective compositions.

FND120 Perspective Drawing (4 credits)

This course is a fundamental drawing course where the students will explore various art and media and learn to use a variety of drawing tools with an emphasis on perspective, where the students will draw three-dimensional objects in one-, two-, and three-point perspective. (Prerequisite: FND110)

FND135 Image Manipulation (4 credits)

In this introduction to raster-based digital image manipulation, students become acquainted with the concepts, hardware, and software, related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, retouching, scanning and output.

FND150 Digital Color Theory (4 credits)

Introduction to the principles of color and an exploration of color theory as it relates to media.

GADB101 Introduction to Game Development (4 credits)

This course introduces students to the game industries. Specifically, it will focus on entry-level employment opportunities and responsibilities, career paths, industry products, and their characteristics. Students explore the production pipeline and industry standard software associated with game development.

GADB102 Interactive Storytelling (4 credits)

This course will focus on storytelling including multi-threaded stories with fully realized characters and well developed plots, while considering the audience and thematic elements. Narrative scripting techniques will be used to emphasize characterization and plot. Students will utilize decision trees to create interactive content that supports the storyline. (Prerequisite: GEN101)

GADB202 Game Design & Game Play (4 credits)

This course focuses on creating a game design document. Emphasis is on research, brainstorming techniques, critical thinking, drafting and the revision of design documentation. (Prerequisite: GADB101)

GADB205 Concept Design & Illustration (4 credits)

This course focuses on concept art for games. Students explore the concept design and development process to create several drawings from thumbnail sketches to fully rendered images. (Prerequisite: MAAB202)

GADB212 Level Design (4 credits)

Building on concepts from previous courses, students analyze and extract level design needs. Students develop early stage block tests through finished level. (Prerequisite: GADB202)

GADB213 Game Modeling (4 credits)

In this course students will create 3D models for use in a real time environment, emphasizing game specific techniques using industry-standard 3D software. (Prerequisite: MAAB213)

GADB222 Advanced Level Design (4 credits)

In this course students create advanced level designs using complex assets including: scripts, environments, characters, audio, artificial intelligence, flow, interaction, and game optimization techniques. (Prerequisite: GADB212)

GADB223 Advanced Hard Surface & Organic Modeling (4 credits)

This course explores advanced modeling techniques used for building organic and hard surface objects and environments. Students will utilize industry standard techniques to produce 3D objects. (Prerequisite: MAAB223)

GADB253 Environmental Modeling (4 credits)

In this course students will create 3D environments for game integration. Topics in this course will include principles of lighting, architectural elements and using industry standard techniques for asset creation. (Prerequisite: MAAB243)

GADB302 Programming for Mobile & Social Games (4 credits)

This course introduces basic scripting to extend the capabilities of the artist working within mobile and social games. Students will be introduced to data structures, constructs, methods, classes, and high level scripting languages as it relates to game development. Functional mobile and social game components will be produced utilizing a scripting language. (Prerequisite: MAAB232)

GADB303 Game Prototyping (4 credits)

In this course, students will perform individually or as members of a team to create functional game projects within an existing engine. Industry standard tools will be used for rapid prototyping of various electronic game genres. (Prerequisite: GADB212)

GADB312 Game Animation (4 credits)

Students explore game specific animation and how it is applied in interactive environments. This course will also evaluate creative solutions to handle limitations unique to individual game engines. (Prerequisite: MAAB232)

GADB313 Advanced Game Prototyping (4 credits)

In this course, students will perform as members of a team to create a game level within an existing engine. Students will continue to develop a project that began in the Game Prototyping class. The course will conclude with the delivery of a complete project. Students will present game and associated marketing materials. (Prerequisite: GADB303)

GADB333 Team Production I (4 credits)

Students will assume a specific role on the production team and, acting in a professional capacity, ensure that the game project is completed by deadline. Teams of students will create and refine the game production document, level designs, basic 2D art and 3D models to be combined into a playable Game Demo in Production Team II. (Prerequisite: GADB222)

GADB403 Team Production II (4 credits)

This course will build upon the Team Production I course. Students will maintain their role on the production team and, acting in a professional capacity, ensure that the game project is completed. Teams of students will complete the game and all ancillary materials. Post-mortem will be presented upon conclusion of the course and students will create a personal archive of assets. (Prerequisite: GADB333)

GADB409 Portfolio I (4 credits)

This course prepares students for the transition to the professional world. Students will demonstrate their conceptual, design and technical skills as they assemble and refine their assets. Working individually with an instructor, each student will select representative work that reflects their unique style. Students will learn the basic tools for designing a website and placing their work on the Internet. Emphasis is also placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. (Prerequisite: Permission of Academic Program Chair/Coordinator)

GADB419 Portfolio II (4 credits)

This course continues to prepare students for the transition to the professional world. Working individually with an instructor, each student will continue to refine their selected assets to reflect their unique style. Students will also continue to enhance their web presence and professional resources. (Prerequisite: GADB409)

GD105 Survey of Graphic Design (4 credits)

An introduction to the history, principles, elements and vocabulary of graphic design. Methods are explored to help identify design objectives and improve graphic communication skills, while exposing students to the process of graphic design through exercises, projects, written assignments and critiques.

GD107 Introduction to Design Applications (4 credits)

This course is designed to provide an introduction to the industry-related graphic software applications currently used in the design professions. Students will be introduced to basic skills and technical devices for electronic production of visual communication. The three areas of concentration are digital illustration, image/photographic manipulation, and page layout.

GD108 Digital Photography for Designers (4 credits)

This course introduces students to the fundamental terminology, concepts, and techniques of digital image acquisition, image archiving, manipulation, and output. This course focuses on the principles of using color, composition, lighting, and other techniques for overall thematic and visual effects of photographic images. (Prerequisite: ART110 and DPH242)

GD109 Digital Illustration (4 credits)

This course advances the students understanding of the computer as an artist tool. Building on previous courses in drawing, concept development and introductory computer aided design; students will be asked to generate a number of expressive solutions that address specific illustrative problems, both technical and creative. As part of this course, students will be given the opportunity to develop their digital illustration skills by exploring numerous tools and techniques to obtain desired results.

GD110 Introduction to Typography: Traditional (4 credits)

This course is an introduction of lettering skills and the history and foundation of letterforms. The placement of display and text type in a formatted space, and the relationship between the appearance and readability of letterforms, are also studied. Students will work in a traditional context of hand-rendering type and also be introduced to contemporary typesetting technology. (Prerequisite: ART100 and ART110; or Permission of Academic Program Chair/Coordinator)

GD203 Digital Layout (4 credits)

This course will explore various means of indicating, placing and manipulating visual elements in page design, systematically developing strong and creative layout solutions by means of a cumulative, conceptual design process. The ability to effectively integrate photographs, illustrations, and display and text type will be developed using page composition software. (Prerequisite: GD107 and GD110 and GD212 or Permission of Academic Program Chair/Coordinator)

GD204 History of Graphic Design (4 credits)

Examines the places, people, events; historical and cultural factors; and technological innovations that have influenced the development of graphic design as practiced in the 21st Century. (Prerequisite: GD302)

GD207 Corporate Identity (4 credits)

The role of communication design in creating comprehensive corporate identity systems is the focus of this course. An analysis of corporate objectives and practical applications will be the basis for developing a structured corporate identity system, including logo design, color, symbols, and branding. Other business collateral may also apply (stationery, business cards, signage and packaging vehicles). Students will study and analyze effective Corporate Identity systems through case studies. Project solutions will require innovative thinking and alternative design approaches with creative, intense use of otherwise traditional media output. (Prerequisite: GD109, and GD212)

GD211 Digital Pre-Press (4 credits)

Students complete multiple-page electronic pre-press documents that include scanned and edited images, object-defined graphics and text through the integration of a variety of file types. The place of electronic page make-up in modern print production is studied. (Prerequisite: Permission of Academic Program Chair/Coordinator) Sequence: follows GD203 and DPH242 for Graphic Design majors.

GD212 Typography: Hierarchy (4 credits)

This course is a continuation of the study of traditional typography. Exercises and projects focus on the hierarchical qualities of typography. The development of marketable, original, and creative problem solving solutions will also be examined with an emphasis on creative techniques. Industry standard software will be used in the development of digital typography and hierarchal skills. (Prerequisite: GD110)

GD300 Conceptual Imagery (4 credits)

This course concentrates on image concepts, content, symbolism, and narrative potential for advanced portfolio applications and provocative expression. Students will develop the techniques and abilities to create personal, conceptual, and experimental imagery to enhance design projects while increasing their flexibility as an artist and designer. Issues of style, consistency, content, and presentation will help students develop a wider range of communication resources. (Prerequisite: GD302)

GD301 Package Design (4 credits)

Exploration of the design process in package design and the challenges of adapting 2D designs to 3D forms, both simple and complex. Projects will explore materials, structure, aesthetics, production methods, marketing objectives and budgetary constraints. (Prerequisite: GD108 and GD211 and GD203)

GD302 Portfolio I (4 credits)

This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. (Prerequisite: Only by Permission of Academic Program Chair/Coordinator)

GD303 Typography: Expressive & Experimental (4 credits)

Emphasis is placed on the expressive potential of typography. How the form of the written letter affects meaning is studied experimentally. The emphasis is on design elements from the perspective of history, psychology, and artistic interpretation executed with digital tools. (Prerequisite: GD212)

GD304 Publication Design (4 credits)

Publication design is a mainstay in the study of graphic design. This class will focus on creating an advanced publication using hierarchy, grid, page sequence and spreads. The publication will be typographically-oriented using a combination of images, color and texture as well as a typographical relationship to the subject of the publication. (Prerequisite: GD211 and GD300 and GD303)

GD305 Media Business Law (4 credits)

The role of communication design in creating comprehensive corporate identity systems is the focus of this course. An analysis of corporate objectives and practical applications will be the basis for developing a structured corporate identity system, including logo design, color, symbols, and branding. Other business collateral may also apply (stationery, business cards, signage and packaging vehicles). Students will study and analyze effective Corporate Identity systems through case studies. Project solutions will require innovative thinking and alternative design approaches with creative, intense use of otherwise traditional media output. (Prerequisite: GD207)

GD306 Graphic Design Associate Portfolio Final Review (2 credits)

In this course each student assembles a portfolio that demonstrates conceptual design, craftsmanship, and other skills. The student selects and refines representative pieces, showcasing work that reflects a unique style. Particular emphasis is placed on identifying short and long term professional employment goals and strategies and resources for achieving them.

GD401 Art Direction (4 credits)

This course will examine the role of the art director in producing multi-faceted design projects. Working in teams, students will coordinate their creative efforts, from concept to finished output. By encouraging a team approach, the course will further enhance students' leadership, communications and negotiation skills. (Prerequisite: Only by Permission of Academic Program Chair/Coordinator)

GD403 Portfolio II (4 credits)

This course aims to prepare students to seek entry-level employment within the industry by assisting them with the development and presentation of a graphic design portfolio that reflects the stated exit competencies. Graphic Designers present portfolios of their work to prospective employers and clients to showcase their conceptual, technical and business abilities. Working with the instructor, students compile an entry-level portfolio to prepare for their job search. All graduating students are required to present their final portfolio to employers at the Student Portfolio Show. (Prerequisite: Only by Permission of Academic Program Chair/Coordinator)

GD404 Professional Development for Graphic Design (4 credits)

This course prepares students for the business environment and the transition into an applied arts program. It emphasizes the concepts of professionalism and an overall understanding of self-marketing in the field. Professional development tools are presented including resume and cover letter writing, networking and interviewing skills. (Prerequisite: Only by Permission of Academic Program Chair/Coordinator)

GD405 Graphic Design Internship (4 credits)

An internship is a monitored program where students work part-time in a professional workplace approved by their department, applying their knowledge, skills and professionalism in a program-related environment. The internship allows the student an opportunity to observe and participate in the operation of an industry-related organization and produce work that meets professional requirements. (Prerequisite: Only by Permission of Academic Program Chair/Coordinator) 132 internship hours required.

GD406 Sustainable Design Issues & Topics (4 credits)

This course will address the fundamental issues of sustainable design and introduce a broad range of frameworks and concepts for tackling the fundamental changes that are required in how a company approaches design and manufacturing. Drawing from a wide range of sources and case studies, we will discuss the key issues framing sustainable design, how it can be initiated in an organization, and how it impacts on choices of product planning, production partners, brand and marketing. (Prerequisite: GD404)

GD407 Senior Project (4 credits)

Students will develop an independent project. Developing a long-term assignment and extending the skills learned in previous studio classes are emphasized. (Prerequisite: Only by Permission of Academic Program Chair/Coordinator)

GEN101 English I (4 credits)

This course introduces students to the research process and to college-level writing as a process of developing and supporting a thesis in an organized essay. It emphasizes the use of a variety of rhetorical modes, appropriate diction and language, reading and responding to the writing of others and observing the conventions of Standard English including spelling, punctuation, grammar, citing sources and preparing a bibliography.

GEN102 English II (4 credits)

This course builds upon the foundation developed in English I with an emphasis on literary language and the interpretation of a variety of texts. Students gain additional experience in reading, thinking, and writing critically. It further develops the methods of research and documentation conventions; students select, evaluate, and integrate a variety of sources to support a thesis in an organized research essay. (Prerequisite: GEN101)

GEN105 Effective Speaking (4 credits)

This course teaches oral communication skills with emphasis on both theory and practice. Students are taught how to conduct responsible research, compose coherent messages adapted to a specific audience and situation, and to develop and polish their presentation skills. Students also develop critical thinking and listening skills, as well as ethical communication behaviors.

GEN150 Mathematical Concepts and Connections (4 credits)

This course emphasizes the development of the student's ability to reason mathematically and solve problems in settings the college graduate may encounter in personal and professional endeavors. Topics include one or more of the following: algebra, number theory, the math of finance, set theory, mathematical modeling, and diverse geometric disciplines such as fractal geometry and chaos theory applied to the arts.

GEN155 Intro to Financial Mathematics (4 credits)

The course develops three main areas of applied mathematics. The first part examines simple financial applications such as compounding and discounting. The second part develops the most commonly used technique for optimization. The third part introduces students to the basic notions and applications of descriptive statistics. (Prerequisite: GEN150)

GEN157 Introductory Statistics (4 credits)

Statistics introduces students to the study of descriptive and inferential statistics. Topics include the collection, presentation and analysis of data and the statistical theories used to make predictions. Simulated and real-life research data will be used, and students will explore creative presentations of statistical information. (Prerequisite: GEN150)

GEN201 Spanish I (4 credits)

The first of two courses introduces students to the Spanish language through written materials and oral exercises. Students explore the fundamentals of grammar and begin to develop the listening and speaking skills necessary for conversation. Students are also introduced to the interrelationship of language and culture. (Prerequisite: GEN101 and GEN105)