

# Academic Assessment Plan

(BA/ART)

(June 2022)

## Program Goals (3-4)

*(Program goals are broad general statements of what the program intends to accomplish and describes what a student will be able to do after completing the program. The program goals are linked to the mission of the university and college.)*

- 1. Prepare students for a career in artistic expression and commercial application in the visual arts and design.**
- 2. Provide a strong foundation in fundamental technical skills and conceptual thinking.**
- 3. Prepare students within each media area to apply and succeed at the graduate level, and/or entry into the professional field.**

## Student Learning Outcomes (6-8)

*(Student Learning Outcomes are defined in terms of the knowledge, skills, and abilities that students will know and be able to do as a result of completing a program. These student learning outcomes are directly linked to the accomplishment of the program goals.)*

- 1. Develop a general knowledge of art concepts and technical skills.**
- 2. Develop a distinct skill set within their media area.**
- 3. Understand the history and criticism of visual art and design.**
- 4. Develop an appreciation for contemporary art practices theories and works.**

## Process for Assessing each Student Learning Outcome

*(A process must be defined and documented to regularly assess student learning and achievement of student learning outcomes. The results of the assessment must be utilized as input for the improvement of the program.)*

- 1. Means of assessment and desired level of student achievement**  
**BA students are assessed within their media area studio art courses with regular in class critiques and with a final critique at the end of the semester. A faculty supervised summary critique is required of each student in their media area during their senior year. Performances are then evaluated by faculty before students receive a grade and are permitted to proceed to graduation. BA students (required for catalog 2017 or previous) have the option to take a capstone course specific to their media area. The course, ARTS 4923 Professional Development, expects students to produce a portfolio of their work for exhibition as a final research project along with an artist's statement and professional resume.**

2. Reporting of results

**Reports are generated by the faculty who then pass them along to the chair of the department who then communicates to the dean or they are assessed in the classes through the form of formal critiques, professional portfolios, and professional and public exhibitions.**

## **Annual Academic Assessment Report**

**The Bachelor of Arts (BA) in Art with a concentration in Studio Art is a liberal arts-oriented degree consisting of 120 hours. This course of study is designed to offer students a broad cultural education and is ideal for students wishing to do a double major or to minor in another area. This degree requires 35-36 hours of University Core Requirements, 51 Studio Art and Art History requirements, and 33 hours of additional courses beyond University Core requirements and Studio Art and Art History requirements. A three-credit-hour professional development capstone course required in the B.F.A. program which is optional for BA students (required for catalog 2017). In addition, a faculty supervised summary critique is required of each student in their studio area during their senior year. Studio areas include: Ceramics, Drawing, Painting, Photography, Printmaking and Sculpture.**

Fifty-one credit hours of Studio Art and Art History courses includes:

**In Foundations** – ARTS 1919C: Studio Foundations I and ARTS 1929C and Studio Foundations II, 18 credit hours (including drills scheduled Thursday nights from 5:30pm to 6:30pm)

**In Art History** – Completion of a minimum of four courses (12 credit hours) in Art History including Art History Survey I and II and ARHS plus two advanced courses, one pre-19<sup>th</sup> Century and one 20-21<sup>st</sup> Century.

**In Studio Art** –Students must complete a minimum of 21 hours in studio art courses, with at least one course from each media category, listed below. Within these 21 hours, students must complete at least 6 hours of studio art courses at the 4000-level.

o 2D (Drawing, Printmaking, Painting)

o 3D (Sculpture, Ceramics)

o Digital/Lens (Photography, Graphic Design (digital tools), Time-Based Media)

**Academic Electives:** Study outside of the School of Art, taken with approval from a department advisor

**• Every semester, the B.A. program in Studio Art (STARBA) assesses student studio work regularly in class critiques and with a final critique at the end of the semester. Summary critiques for graduating students supervised by faculty per media area were reported successful for the 2021-22 academic year.**

- The Undergraduate Programs in Studio Art Committee, which comprises a chair and three additional members, supervises both the STARBFA and STARBA degrees. Each member serves a three-year term. The committee chair serves a two-year term and must have at least one year of experience as a committee member. Chairs may serve up to two consecutive terms.
- In Fall 2021, there were 254 declared STARBA majors in the School of Art. STARBA is the default degree plan for students enrolled in the ARTS 1919C and ARTS 1929C Foundations courses. As many as 40-50 students of the annual Foundations cohort proceed into non-Studio degree programs: Art Education or Graphic Design, but the majority of students who complete the Foundations program remain on the STARBA degree plan, and of these, some apply into the BFA Studio Art (STARBFA) program after at least one semester of Studio course experience. In FA21, there were 131 enrolled Foundations students, which indicates that 123 STARBA majors were enrolled in Studio Art program coursework.
- In Fall 2021, a curriculum revision was submitted by the Sculpture and Experimental Media area, a merging of the established Sculpture studio area with nascent Experimental Media Arts studio area (referred to previously as Time-Based Media). For the purposes of BA Studio Art degree requirements, ARTS 3723 Experiments in Moving Image I, ARTS 4743 Experiments in Moving Image II, ARTS 3733 Experiments in Sound, ARTS 4753 Sound & Space, and ARTS 4783 Critical Issues in Experimental Media can apply as “Digital/Lens” curriculum, and ARTS 3203 Modeling, Mold Making, & Casting I, ARTS 3213 Construction Methods I, ARTS 4203 Modeling, Mold Making, & Casting II, ARTS 4243 Construction Methods II, apply as “3D” curriculum. ARTS 3293 Introduction to Sculpture + Experimental Media (Seminar), ARTS 4213 Mixed Media & Spatial Context and ARTS 4223 Advanced Sculpture and Experimental Media can apply as either “3D” or “Digital/Lens.”
- It is recommended the BA Studio Art degree requirements be revised by the Undergraduate Programs in Studio Art Committee to track more closely with BFA Studio Art degree requirements and the recent merging of Sculpture and Experimental Media Arts.