InArt University

School Catalog

11/25/2024-11/30/2025

A.   STATEMENTS TO STUDENTS

►InArt University is owned and operated by the *InArt University*, which was incorporated on September 27, 2023 as a not-for-profit corporation by the State of California.

► InArt University was established on (Month/date/year) as an exempt degree and certificate granting Institution.

►InArt University is located at **3731 Wilshire Blvd. Suite 512. Los Angeles, CA 90010**, Tel. 323-889-9900. All class-room courses are offered at this location or via a digital learning such as zoom and meeting.

►All programs are offered in face-to-face and online formats, giving students multiple pathways for their advanced education experience.

►All classes are taught in English. All textbooks are written in English.

B. Accreditation and Approvals
In the United State of America Career school are not required to apply for the extraordinarily expensive regional accreditation by an agency recognized by the U.S. Department of Education. InArt University is not accredited by a U.S. Department of Education recognized accrediting agency.
As such, the degrees awarded are neither certified by the State of California nor are they accredited by any organization or regional agency. The content, however, of these degrees and the level of course instruction are both maintained at a high level, even meeting the criteria for State certification or organizational accreditation.

InArt University is going to submit initial certification to approve by the federal government**, Students and Exchange Visitors Program [SEVP]** to issue I-20's to non-immigrant students to receive an education.

RETENTION of RECORDS
All student academic records are maintained on campus in both hard copies and in the school's secure cloud files while students are active in school. Upon graduation all student academic files are maintained in the schools' file management program in cloud technology.
All student financial files are maintained on campus in both hard copies and in the school's secure cloud files while students are active in school. Upon graduation all student financial files are maintained in the schools' file management program in cloud technology for a maximum of ten years.

STATEMENT ON BANKRUPTCY
This school **does not** have any pending petition in bankruptcy, **is not** operating as a debtor in possession, and **has not** filed a petition within the preceding five years, nor has it had a petition in bankruptcy filed against it with the preceding five years that resulted in re-organization under Chapter 11 of the U.S. Bankruptcy Code

STATEMENT on FEDERAL and STATE Financial Aid
The InArt University does not participate in TITLE IV funding and offers no Federal or State Financial Aid Programs.

STATEMENT Regarding Student loans
If a student obtains a loan to pay for an educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund, and that, if the student has received federal student financial aid funds, the student is entitled to a refund of the money not paid from federal student financial aid program funds.
The InArt University does not offer any loans of any kind.

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§1. GENERAL INFORMATION ABOUT INART UNIVERSITY

1. Philosophy
The InArt University aims to produce talented graduates with the skills necessary to succeed in the art and design industry.

Art and design are professions requiring talent, knowledge, skill, and dedication. Employment depends almost entirely on demonstrated skill and competence. Success is based primarily on work rather than on credentials. Experience tells us that art and design, though dependent on talent, inspiration, and creativity, requires much more to function as a significant spiritual and educational force. Talent without skills, inspiration without knowledge, and creativity without technique can account for little but lost potential.

The primary purpose of schools of art and design is to help individual students turn talent, inspiration, creativity, and dedication into significant potential for service to the development of art and design culture in its multiple dimensions. Therefore, the focus of InArt University's work is on issues of art and design content and educational substance as applied to the preparation and training of art and design professionals at the highest possible levels.

Our school provides an excellent educational foundation to maximize the employability of its graduates.

2. History
The Non profit organization, InArt University, was incorporated in Los Angeles, California on September 27, 2023 with the motto, "Change the world through art" and then the school started to offer various forms of career studies to the public, to students in the year of 2023.

InArt University was established on (month/date/year) as a vocational exempt degree granting institution.

The InArt University is going to submit initial certification to approve by the federal government, Students and Exchange Visitors Program [SEVP] to issue I-20's to non-immigrant students to receive an education.

InArt University is a team enterprise comprised of students, office staff, instructors, directors, and training partners within the community – all working together. We provide quality, affordable training and education, and we strive to accommodate working students' busy lifestyles by providing convenient schedules, with classroom and independent instruction provided by experienced instructors.

InArt University assists individuals in learning new skills, enhancing previously obtained skills, and/or making a career change.

3. Educational Objective and Mission Statement

It is the objective of InArt University is to educate students in the creation of works of art and design, to discover and transmit knowledge and to make lasting contributions to a global society through critical thinking, scholarship and innovation, to be an asset to the profession, and to become successful in whatever area the student desires. In order to achieve the objective InArt University does as following:

1. Maintains a highly skilled and qualified teaching staff.
2. Provides the student with a comprehensive curriculum in the basics and advanced areas and related subjects, with emphasis on fine art techniques.
3. Teaches the value of professionalism in Art and Design Instructor program including high standards of workmanship and personal conduct,
   which will enable the student to acquire employment and be an asset to the Art and Design of his/her choice.
4. Conducts its business in an ethical and educational atmosphere that is a credit to the Art industry.

4. Prospective Students

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement.
This information can be obtained via electronically at www.inartuniversity.com,
the school's Enrollment Agreement, School Disclosures, Terms and Conditions and all cancellation and refund policies are provided in English.

5. Bankruptcy Statement

This school **does not** have any pending petition in bankruptcy, **is not** operating as a debtor in possession, and **has not** filed a petition within the preceding five years, nor has it had a petition in bankruptcy filed against it with the preceding five years that resulted in re-organization under Chapter 11 of the U.S. Bankruptcy Code

Information in this catalog is current as of August 2024 and will be updated on a yearly basis or as deemed necessary, at which time revisions will be made available to the student body and staff, via electronically school website: www.inartuniversity.com.

7. Location, Facilities and Equipment

The Main Campus of InArt University is located at 3731 Wilshire Blvd. Suite 512. Los Angeles, CA 90010. The school occupies 3200 square foot space with a reception room, library filled with student resource materials, work stations equipped with computers, 3-D models, a lecture classroom with a white board and television, and a projector. The school also has a student resource center equipped with computers for studying, access to the internet and resource materials and software. The equipment utilized at our School, in all programs, is up-to-date and designed to provide student with valuable hands-on experience with a variety of techniques and equipment to meet all the demands of working in the Art and Design industry. All the while providing a fun learning atmosphere and an attitude for progressive personal development. The school facilitates a student lounge and lockers, client reception, administration space, storage, private classrooms, workstations, two (2) Practical rooms that is used as an exhibition space and a media center for students to learn hands on instruction as a teaching area.

The facility is air conditioned, and accessible to disabled persons as the school is a one-level floor plan. The restrooms are also equipped for the physically impaired and there is ample, free parking to include handicapped parking spaces.

1) Resource Center and Library
InArt University, maintains a library facilities to address requirements of the programs provide at the school. Library resources are available for use that include magazine publications and books. Resources are accessible on campus in the library and online. Students may access the library resources. Please see the front desk to check materials in or out.

2) Instructional Equipment
All students supplies (text books, kits) will be issued to the students enrolled at InArt University in a time frame of (2-3) weeks. Students will be held responsible for replacing lost, stolen or damaged items.

9. Hours of Operation

Campus Administrative Office Hours are:	Monday to Friday	9:00 A.M. to 4:00 P.M.
Instruction Hours:		
Monday through Friday	Morning classes	9:00 A.M. to 1:00 P.M.
	Afternoon classes	1:30 P.M. to 4:00 P.M.
	Evening classes	4:00 P.M. to 7:00 P.M.

10.Class Schedules
Classes will begin as follows;
All of Program offered at InArt University: Every 1st Monday of the month.
Classes schedule are as Follows:
　　　　*Part Time: Morning , Afternoon or Evening Class
　　　　*Full Time: Monday-Friday 9:00 am to 4:00 pm

11. Institution's Educational Inquiry Procedure
InArt University training programs are structured using fine art and design settings. Our curriculum includes Practical hands on training and theoretical knowledge. School course incorporates extensive hands – on learning in order to provide you a complete understanding of Art & Design. The practical "hands on" training accounts for 70 percent of the training program. Each curriculum is geared towards a specific area in the fields of fine art and design. The staff is aware that individuals learn at different degrees of speed and ability. Leaning in a comfortable, friendly and professional atmosphere enables the student to ultimately become a highly qualified professional in the art field of their own. Prospective students who are interested in pursuing a new career are welcomed by InArt University. Before the beginning of each new class session, perspective students are encouraged to visit the school and speak with school staff and consider the many advantages.

12. Disclosure of Education Records
Adult's students, parents of minor students, and parents of tax dependents students have the right to inspect, review, and challenge information contained in their education records; however, a staff member must be present. Education records are defined as files, materials, and documents that contain information directly related to the student and are maintained by the institution. The school will maintain files for five (5) years from the last day of attendance. Transcripts and Proof of Training are maintained permanently. Students are not entitled to inspect the financial records of their parents. Written consent is required from the student (or his/her guardian if the student is a dependent minor) or governmental agencies so authorized by law.

13. Student Record Retention Policy
InArt University will maintain records for each student, whether or
not the student completes the educational program. For a period ending (5) five years after the
date of the student's graduation, withdrawal, or termination (with the exception of students who
cancel their program). Student's transcripts and Proof of Training will be maintained
permanently. The student's records shall be retrievable by student name and shall contain all of
the following applicable information:

1. Written records and transcripts of any formal education or training relevant to the
   student's qualifications for admission to the institution.
2. Copies of all documents signed by the student, including contracts, instruments of
   indebtedness, and documents relating to financial Aid.
3. Copies of all tests given to the student before admission; records of the dates of
   enrollment and, if applicable, withdrawal, leaves of absence, and graduation.
4. A transcript is showing all of the classes and courses or their educational services that
   were completed and were attempted but not completed and grades or evaluations
   given to the student.
5. A document showing the total amount of money received from or on behalf of the
   student and the date or dates on which the money was received.
6. Copies of any official advisory notices or warnings regarding the student's progress
7. Complaints received from the student, including any correspondence, notes,
   memoranda, or telephone log relating to a complaint.
8. InArt University shall maintain records of student's attendance.
9. A copy of documents relating to student financial aid that are required of be
   maintained by law or by a lean guarantee agency.

14. Statement of Non-Discrimination
INART UNIVERSITY does not discriminate on the basis of sex, age, race, color, ethnic origin,
national origin, creed, religion or physical disabilities. However, it must be kept in mind that in
most aspects of the beauty culture field there is a great deal of standing, walking, pushing,
bending and stretching, and sometimes for long periods of time. A person must consider his/her
physical limitations in terms of making a career choice that involves extensive training. We
promote the acceptance of students who may be physically challenged if the student believes
he/she can fulfill training demands at our current facilities and succeed in such a way that would
not preclude employment within the students selected program area of study, to include areas in
administration, counseling, training, placement employment or any other activities.

15. Complaint Procedures
A grievance is a complaint arising out of any alleged, unauthorized, or unjustified act or decision
by a student, faculty member, administrator, or staff person, which in any way adversely affects
the status, rights or privileges of a member of the student body. The burden of proof shall rest with
the complainant.

If a student has a grievance, and wishes it to be recognized as such, a written complaint must be
submitted to InArt University on either the school's petition form, or in letter format.

The written grievance must clearly state the student's name, the nature of the complaint, the name(s) of all parties directly involved in the complaint, and any appropriate documentary evidence.

Steps toward Resolution
Based upon the information presented in the grievance, steps toward resolution shall begin with informal discussions, headed by the President. Resolution shall be attempted at the lowest possible level.

Procedures for Official Hearings
If informal recourse fails to resolve the grievance within a reasonable time after filing, then the President will schedule a Student Grievance Committee meeting. The voting members of this committee shall be comprised of the President, the Admission Director, the Registrar, and one faculty member, who shall sit on the committee on a rotating basis.

A copy of the grievance shall be given in writing to the person(s) against whom the complaint is brought. The Committee shall review and consider documentary records, which relates to the case, including the grievance and its supporting documentation, and any documentary evidence or statement by the person(s) against whom the complaint was filed. Committee members shall arrive at a judgment in consultation among themselves. A majority vote of such members may make recommendation, as appropriate, for disciplinary actions, or for changes in policy.

16. Distance Learning Program

16-1. Research comparing distance education to traditional face-to-face instruction indicates that teaching and studying at a distance can be as effective as traditional instruction, when the method and technologies used are appropriate to the instructional tasks, there is student-to-student interaction, and when there is timely teacher-to- student feedback. Within a context of rapid technological change InArt University offers two types of distance learning format: "interactive & group study" and "individualized & self-paced online." Online degree programs make courses accessible from any location with an internet connection, with no residency or campus visits required.

16-2. Distance Learning Implementation and Delivery Plan
Overview of the Interactive Distance Learning [*IDL*] Program at InArt University as Followings:
(1) Student Admission Requirements:
> All existing academic requirements
> Internet Access
> Competency Internet Browser
> Typing Proficiency
> Microphone and Web-mail

(2) Description of *IDL* System
> (2.1) Static Course Content
>> Digital Handouts and Readings
>> Video and Audio Streaming
> (2.2) Dynamic Course Content (IDL Activities)
> ▪Asynchronous Interaction (Examples): Online Forum, E-mail Inboxes, Wiki/Whiteboard

▪Synchronous Interaction (Examples): Text Chat, Video Conference, Skype Integration
(3) Administration and Record Keeping
    Attendance Tracking
    Grades/Outcomes
    Performance Tracking (Student / Instructor)

17. Ownership
InArt University is a private postsecondary education institution. It is organized and operated by *InArt University*, a California, Non-profit Corporation.

18. Notification of Rights under FERPA for Postsecondary Institutions
The Family Educational Rights and Privacy Act (FERPA) is a federal law that protects the privacy of student's education records. The law applies to all Schools that receive funds under an applicable program of the U.S Department of Education. FERPA gives rights to students and parents/guardians of dependents minors with respect to accessing their students' education records. This rights transfer to the student when he or she reaches the age of 18 or attends a school beyond the high school level. Students to whom the rights have transferred are "eligible students."

- Parents or eligible students have the right to inspect and review the student's education records maintained by the school. Schools are not required to provide copies of records unless, for reasons such as great distance, it is impossible for parents or eligible students to review the records. Schools may charge a fee for copies.
- Parents or eligible students have the right to correct records, which they believe to be inaccurate or misleading. If the school decides not to amend the record, the parent or eligible student then has the right to a formal hearing. After the hearing, if the school still decides not to amend the record, the parent or eligible student has the right to place a statement with the record, setting forth his or her view about the contested information.
- FERPA allows schools to disclose those records, without consent, to the following parties or under the following conditions:
- School officials with legitimate educational interest;
- Other schools to which a student is transferring;
- Specified official for audit or evaluation purposes;
- Appropriate parties in connection with financial aid to a student;
- Organizations conducting certain studies for or on behalf of the school;
- Accrediting Organizations;
- To comply with a judicial order or lawfully issued subpoena;
- Appropriate officials in cases of health and safety emergencies: and
- State and local authorities within a juvenile justice system, pursuant to specific State Law.

Schools may disclose, without consent, "directory" information such as a student's name, address, telephone number, date and place of birth, honors and awards, and dates of attendance. However, schools must tell parents

§2. ADMISSIONS

1. Admission Policy and Procedures
Potential applicants are to contact the admission office at InArt University by visiting the institution and meeting with an Admissions Representative. The representative will give a tour of the campus, provide detailed information on the institution's programs and policies, discuss the applicant's qualifications, and assist him/her in determining the best way to meet his/her career objectives.
As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review Prior year's enrollment, graduation, and job placement statistics, which must be provided to you prior to signing an enrollment agreement. Prospect Students can obtain a Copy of this Catalog Electronically at www.inartuniversity.com
The applicant will also meet with a Financial Services representative to discuss tuition. If an inquiry is made by phone, the Admissions Representative will provide brief information about the programs, and invite the applicant to visit the school.

2. Admission Policy
The following are the requirements and procedures for admission to InArt University.

1. Applicants to InArt University must attend an initial personal interview, which determines the prospect of the individual's success in his/her chosen program.
2. Applicants must complete financial arrangements prior to admissions.
   If applicable, financial aid application must be complete.
3. All applicants must complete an application for admission (prospective student questionnaire)
4. All applicants are given a tour of the campus before enrolling.
5. All applicants must pay a non- refundable registration fee in the amount of ($150.00)
6. If you are 18 years of age with proof of High School Diploma or Equivalent of a GED.
8. If you are at least 17 and a High School Graduate,
   to enroll in InArt University you need;
   - To provide your valid U.S High School Diploma, accredited by an agency authorized by the US Department of Education
   - A general equivalency diploma (GED), accredited by an agency authorized by the US Department of Education.
   - Passing scores from the California State Proficiency Exam, or High School transcripts verifying your graduation date.
   - To present a valid Social Security Card and a valid Government issued photo identification card or driver's license.
9. If you are at least 18, an immigrant to the United States, and have a Completed High School or its Equivalent of your Country of origin, to enroll at InArt University you need:
   a) An original copy of your High School Diploma or Transcript equivalent to a U.S High School Diploma (Notarized and Translated line by line word by word if different language then English by an outside agency that is qualified to translate documents into English and Confirm the academic equivalence to a

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U.S High School Diploma).
b) To present a valid Social Security card and a valid Government issued photo identification card or driver's license.
10. All applicants must complete an Enrollment Agreement (must be signed by a parent or guardian if applicant is under 18 years of age).
11. If you have been homeschooled and the state in which you were homeschooled treats home schools as a home or private school, to enroll at InArt University you need:
   • To provide your valid homeschooled high school diploma.
   • To provide either a copy of the state – issued secondary school completion credential (if your state issues this certificate), or a copy of the Private Post Secondary School Affidavit issued by the state for the school from which the diploma was granted.
   • To present a valid Social Security Card and a Valid Government issued photo Identification card or driver's license.

1) VALIDITY OF HIGH SCHOOL DIPLOMA

Diploma, Transcripts or GED certificates are all acceptable documentation and necessary for enrollment. InArt University states that if any diploma or certificate is in question then the school will have to verify the legitimacy of that document. An original copy of the High School Diploma or Transcript equivalent to a U.S High School diploma must be notarized, translated line by line and word by word if different language than English by an Outside Agency that is qualified to translate documents into English and confirm the academic equivalence to a U.S High School Diploma.

2) GED Classes Availability

1) Entity Name:
   Address
   Phone

2) Entity Name:
   Address
   Phone

3) Entity Name:
   Address
   Phone

4) Entity Name:
   Address
   Phone

3) International Admission Policy

InArt University is going to apply initial petition certification under Federal Law to enroll non-Immigrant alien students.

All international students who apply for the I-20 must have proof of financial stability in order to enroll at InArt University. International students can apply through the Admissions Office for all necessary paperwork or on-line at the school's web site: www.inartuniversity.com

In order to study at InArt University a foreign student must first obtain a student visa from their local U.S. Embassy or Consulate. In order to obtain a student visa, the student must first register at InArt University and provide the school with a completed I-20 Application, $150 non-refundable Registration Fee, and proof of financial support. Upon receiving the required documents, InArt University will issue you a completed I-20 with an Acceptance Letter. You must then take the I-20 and SEVIS I-901 fee receipt to your local embassy or consulate with your supporting financial documents.

Before a U.S. Consul or Embassy will grant you a student visa, you must prove that you will have sufficient funds to meet all your expenses while studying the U.S. Unless you show written evidence of having financial support for the entire time needed to complete your program, you will not be granted a student visa. As of October 7, 2008 U.S. Immigration and Customs Enforcement and SEVIS have changed the policy for M-1 Visas, requiring a fee of $350 (SEVIS Form I-901 fee). You can pay at https://www.fmjfee.com/index.jhtml. This payment will have to be made before you attend your interview with the U.S. Consulate.

For more information on student visas, please visit the U.S. Department of State website:
http://travel.state.gov/visa/temp/types/types_1268.html

Please feel free to contact our admissions office for further questions.

To complete the Form I-901, you need one of the following documents:

> The most recent Form I-20, Certificate of Eligibility of Nonimmigrant Student Status, issued by Student and Exchange Visitor Program (SEVP)-approved school you plan to attend.

Or

> The most recent Form DS-2019, Certificate of Eligibility for Exchange Visitor (J-1) Status, issued by the exchange visitor program you plan to participate in.

3. Application Process
> **For All Programs**
> •A completed and signed Application for Admission Form
> •Enrollment Agreement
> •High School Diploma or Transcript or GED
> •Declaration of Financial Support
> •Non-refundable Registration Fee $150
>
> **Permanent Resident**
> If you are a Permanent Resident of the United States, you must submit a copy of your Permanent Resident Card (Green Card) to the Office of Admissions. No Declaration of Financial Support is required.

*** English As a Second Language
InArt University, does not offer visa services to prospective students from other countries, vouch for foreign student attendance or provide English Language services. English – as – a Second language instruction is not offered by InArt University.
All programs are taught in English for successful completion of the application,
InArt University, interview process and completion of instruction are in English, the student must be able to speak, read, and write in English Language proficiency is documented by: 1) The admissions interview 2) Receipt of prior education documentation as stated in the admission policy. InArt University does not accept hours or credit earned through challenge examinations, achievement tests, or experiential learning. Transfer or Articulation Agreements,
InArt University has not entered into any transfer or articulation agreements with any other college or university.

4. English Proficiency Requirements
    Applicants for all Programs are required to demonstrate English Proficiency.
If English is not the student's native language, the student may be required to take the Test of English as a Foreign Language (TOEFL). The following scores are required for non-native English speakers applying to our school's programs at InArt University: **TOEFL(iBT: 61, CBT: 173, PBT: 500)** .

If applicant recently earned a Bachelor's or Master's degree from a recognized institution where English was the language of instruction, he or she may submit a written request to the Admissions Committee explaining why he or she should be excused from taking the TOEFL.

The school reserves the right to require English testing and/or support classes if your application materials and interviews indicate that your level of English proficiency may not be sufficient for vocational studies. In addition, faculty at InArt University may require students to take English support classes if students appear to be having difficulty in their studies. This is for your benefit. Your ability to communicate in English will be important for success in your studies at InArt University.
*Language requirement waivers
The English language requirement may be waived if the applicant is a native of or studied in full-time status for at Least one academic year within the last five years in U.S., the United Kingdom, Australia, Ireland , New Zealand, Canada.

5. Orientation Class
All new students attend orientation prior to the first day of class. Students will be informed of the date and time of orientation during the enrollment process.

6. Transfer Hours
Transfer hours from another institution that are accepted towards the student's educational program are counted as both attempted and completed hours for the purpose of determining when the allowable maximum time-frame had been exhausted. SAP evaluations periods are based on actual contracted hours at the institution.

7. Re-Admission

Students accepted for re-entering into the program of study, will be placed under the same satisfactory progress status prevailing at the time of the prior withdrawal.

8. School Holidays

The listed holidays will not be open in observance of Federal holidays. Announcements of exact dates will be given two weeks in advance before the school will be closed.

- New Year's
- Martin Luther King's Day
- President's Day
- Memorial Day
- Independence Day
- Labor Day
- Columbus Day
- Thanksgiving Day, and the day after
- Christmas Day
- Spring Break
- Fall Break

9. Faculty-Instructor Qualifications

Each member of our Staff is dedicated to the success of our enrolled students. Instructors possess a minimum of one years of experience, education and training in current practices of the subject area they are teaching, per California state law.

§3. ACADEMICS

1. Academic Policies & Rules of Conduct
   1-1. School Rules and Regulations
   1) Students must arrive to school ready and on time.
   2) Students should only clock in and out for themselves using their student code provided during enrollment. If students are not able to clock in or out notify your instructor.
   3) In case of illness or emergency students are responsible to contact the school on or before your schedule hours (323-889-9900)
   4) School starts at 9:00am Monday through Friday make sure you arrive early in order to benefit from the theory program. Students who clock in after 9:15am will be consider late and may be asked to return at 10:00am for the practical portion.
   7) All students are required to take a 15 minute break from 11:00am to 11:15am Fulltime Students must take lunch from 1:00pm to 1:30pm and their final 15 minutes break from 3:30pm to 3:45pm without exceptions. Students must take a dinner from 5:30pm to 6:00pm and their final 15 minutes break from 8:00pm to 8:15pm without exceptions.
   8) Student must inform Instructor in charge prior to clocking in or leaving the school premise.
   9) No student may clock in or out for another student. This rule is strictly enforced.
   10) The school building and parking lot is a smoke-free environment. No smoking at any time.
   11) No gum chewing is allowed in school during school hours.
   12) No visitors are permitted in the classroom or student lounge area unless approved by the Instructor in Charge.
   13) School business phones may not be used for personal calls. If you have an emergency calls please notify your instructor.
   14) No cell phone, texting, or phone calls are allowed in any class or during any school sessions.
   15) Sanitation, disinfection, and personal hygiene are extremely important and required at all times.
   16) Students must have their work area clean from cluster and debris at all times.
   17) Each student must complete a minimum of ½-hour of sanitation daily. All kits must be in a sanitized condition at the end of each day.
   18) All students serving the public must be courteous and pleasant. If difficulty arises, please call an instructor "students may not refuse clients" it is extremely important that you get hands on training in a real life salon setting.
   19) No student may leave a patron during any chemical service, if an emergency arises please notify the instructor on floor.
   20) Students are not allowed to receive service without prior approval from your instructor.
   21) Students receiving personal service will be charged a lab fee.
   22) Students are responsible for their personal belongings and school materials.
   23) All students are expected to maintain an average grade of a 70% or better in theory and practical subjects

24) Students must use only School products.
25) Students must comply with School policy and State rules and regulations.
26) Assignments, practical or theory may be made up only for excused absences with office or instructor approval.
27) Students must notify the office immediately of any personal information change example, phone number, residence address, legal name change.
28) Students may not make-up missed time without office written approval No exceptions.
29) Students may park in any available parking spaces except in the designated staff Spaces, authorized Vehicle's will be towed away at the owner's expense.
30) Any student who is absent more than fourteen 14 consecutive days without notifying the School Office will be automatically dropped.
31) Students may not use earphone radios, cellular phones or texting during school hours.
32) All electronic devices must be turned off or place on silent mode.
33) Failure to meet all school's attendance policy may result in additional instructional charges, specified in your enrollment agreement. Overtime charges will continue to be calculated even if you are absent, late or leave early No Exceptions.

1-2. Student Conduct Policy

InArt University is proud of the academic standards it maintains. In today's competitive employment market, professional conduct is a crucial factor in obtaining and keeping a job. For this reason, InArt University has established guidelines for proper conduct. Emphasis is placed on regular attendance, promptness, honestly, and a positive attitude. Students must agree to abide by the following regulations:

1) Students will be held responsible for their actions while in attendance at the school.
2) Dishonesty on the part of any student may result in probation, suspension or terminations from the school. Dishonesty includes, but is not limited to, cheating, plagiarism, knowingly assisting another student in cheating and/or plagiarism, and/or knowingly furnishing false information to staff, faculty, administrators, and/or other officials.
3) Students will be held responsible for any theft or damaged done to InArt University site property and will be expected to reimburse the institution for such damage or loss.
4) Any actions that disrupt the learning opportunities of other students, including but not limited to fighting, use of profanity, harassment, cheating, and stealing will not be tolerated.
5) Students may not be in possession of any type of weapons or create a safety hazard to others while on School Property.
6) InArt University is a non-smoking facility. Smoking is not permitted inside the school buildings and is not permitted within 50 feet of the school building.
7) Animals are not permitted on the school's grounds, with the exception of animals designated to assist the physically impaired.
8) InArt University does not provide childcare services. Children are not permitted in the instructional areas.

9) Students must adhere to all required health and safety standards.

Violation of any of the guidelines listed above may result in probation, suspension or dismissal from InArt University.

2. Programs
Undergraduate Programs:
1) Bachelor of Fine Arts in Fine Art
The BFA program teaches students the creative and technical skills needed to thrive as career artists. Advanced instruction is offered in non-figurative and figurative fine art, including painting, sculpting, and printmaking. You acquire a thorough understanding of the various media used in visual arts while refining your creative skills in drawing, painting, photography, and digital media. Courses and projects expand your critical thinking and analytical skills as well as the creative conceptualization of your artist's voice, as does the University's well-rounded liberal arts curriculum.

2) Bachelor of Fine Arts in Animation & Game Design
The Bachelor of Fine Arts in Animation & Game Design provides the key concepts, creative tools and principles of diverse skills in fundamental and advanced technical knowledge of modeling, animation and game design.
The degree program prepares students for careers by developing technical competency, creative/independent problem solving and conceptual understanding necessary for the challenges of a career in the creative industries. Upon graduation, students have created a professional-quality portfolio to enter the field of content creators and are prepared for jobs in technical illustration, two- and three-dimension modeling, game design, animation, artistic production and exhibition. Students are guided in selecting courses that support a given concentration. They can take courses in various aspects of art, design and film/video.

3) Bachelor of Fine Arts in Fashion Design
The School of Fashion offers ten BFA degree programs, each designed to prepare you for work in the fashion industry. They are: Design, Knitwear Design, Textile Design, Costume Design, Footwear & Accessory Design, Fashion Styling, Fashion Product Development, Fashion Visual Merchandising, Fashion Merchandising, and Fashion Marketing. Students in these BFA programs may choose an emphasis in Fashion Design or 3D Design Pattern Making. Coursework combines excellence in design, artistic production, and innovative technology to provide students with the skills necessary to fully realize their creative visions. Coursework combines excellence in design, artistic production, and innovative technology to provide students with the skills necessary to fully realize their creative visions.

4) Bachelor of Fine Arts in Graphic Design
The Bachelor of Fine Arts (BFA) in Graphic Design combines exploratory and research-based processes along with professional portfolio development. The program emphasizes traditional, practical and current methodologies. These include conceptual and theory-based approaches, history and aesthetics, written, verbal and of course visual articulation, in preparing the student for entry into professional Graphic Design. Our curriculum is designed to explore all aspects of graphic design, from print to web to interactive, from 2D to 3D and 4D motion.

5) Bachelor of Fine Arts in Interaction &UI/UX Design
The BFA program provides students with a comprehensive education in the principles of modern web design and new media. Taught by a faculty that works in the creative industry, our students are provided a

unique opportunity to learn from teachers immersed in the field. The curriculum focuses on visual design, user experience, design strategies, web design, and motion graphics.

6) Bachelor of Fine Arts in Product Design

The Product Design BFA program cultivates the technical and critical skills you need to design products that enhance human abilities and relationships. You address contemporary realities including sustainability and technological change while exploring materials, fabrication, aesthetics, and social engagement in both local and global contexts. Through your course of study, you develop broadly applicable studio and critical thinking skills, including research, graphic representation, modeling and prototyping, and professional presentation.

7) Bachelor of Fine Arts in industrial Design

The School of Industrial Design's BFA program gives students the freedom to pursue their personal design visions within a structured and supportive academic environment. Led by a faculty of industry veterans, students are taught to approach their work with equal regard for aesthetic, business, and societal considerations. Industrial design programs provide a solid foundation in general design, visual arts and art history as well as extensive hands-on experience to prepare graduates with the background and skills needed to confidently shape the world through design. With a focus on sustainable and social design as well as form development and functionality of the design concept, Kean's program approaches design from a human-centered, environmentally conscious perspective.

Graduate Degree Programs:

1) Master of Fine Arts (3 years)

The Master of Fine Art program provides students a framework for advanced study in drawing and painting, printmaking, and sculpture. Students are focused on technical and conceptual development in figurative, abstract or landscape work. The School of Fine Art provides graduate students with studio space, exhibition galleries, and world class facilities.

The primary goals of our MFA program includes developing studio work that is groundbreaking for each student, building innovative research frameworks for art practices, and advancing conceptual and technical skills. Additionally, our MFA students are presented with opportunities to learn how to teach effectively and are encouraged to develop lasting professional connections within the city and region.

2) Master of Fine Arts in Graphic Design (3 years)

The Master of Fine Arts Graphic Design program provides, sequenced studio approach to advanced design thinking and problem solving for visual communication, preparing students to thrive in a dynamic, creative professional environment.

With its focused thesis development process, the School of Graphic Design's MFA program emphasizes advanced study of the field and encourages students to extend their design skills into content creation, authorship, entrepreneurialism, and social innovation.

3) Master of Fine Arts in Fashion Design (3 years)

The Master of Fine Arts in Fashion Design Program refine and focus your individual artistic vision with degree options in Design, Knitwear Design, Textile Design, Costume Design, Footwear & Accessory Design, Fashion Product Development, Fashion Merchandising & Management, and Fashion Marketing & Brand Management. Studio courses hone your knowledge of industry standards, combining design excellence with the mastery of the latest digital tools.

4) Master of Fine Arts in Fashion Merchandising & Management (3 years)
The Masters of Fine Art in Fashion Merchandising and Management program provides the in-depth knowledge and specialized skill set required for today's fashion merchandising and management environment. Graduates will be capable of performing the major functions necessary to run a successful operation including planning, managing, and selling fashion products.

5) Master of Fine Arts in Interaction & UX/UI Design (3 years)
Master of Fine Arts in Interaction & UX/UI Design program provides advanced study for students pursuing a career in web design and new media.
The UI/UX Design Specialization brings a design-centric approach to user interface and user experience design, and offers practical, skill-based instruction centered around a visual communications perspective, rather than on one focused on marketing or programming alone. Studio courses develop creative and technical acumen, with attention to mastering user experience design, while advanced courses provide a focused learning environment for building final thesis projects. Students will graduate with a portfolio and comprehensive thesis project showcasing their talent.

6) Master of arts in museum studies (3Years)
Gain a perspective on the theory and practice of museums in a changing technological, social, and political environment. Geared for current and future museum professionals, the dynamic courses prepare you for careers in a range of museums, including those focusing on history, technology, science, and specialized themes, along with historic sites, national parks, and zoos. You can also build skills for roles in exhibitions for corporations, government agencies, and private organizations. During the program, you will examine new models of education, exhibition, and business strategies while exploring how museums serve as agents of social change. The Master's in Museum Studies program is a fully 82 credits program designed to be completed in 3 years.

Certificate Program & Extra Courses:
1) Animation (2 Years)
2) Game Design (1year,15 credits)
3) Graphic Design (1year, 36 credits)
4) Motion Graphics (15-18months)
5) UX/UI for Web Design (6 months)
6) Fine Arts (1 Year)

3. Class Schedule
The School publishes the class schedule prior to the beginning of each term of study. The class schedule lists every section of each class to be offered for the impending term, including the class name and number, days, time, instructor, meeting dates, and units.
  › Class schedules are as follows: Monday-Friday

Part-Time Schedule	9 am to 1pm, 1:30 pm to 4pm, or 4 pm to 7 pm
Full-Time Schedule	9:00 am to 5:30 pm
Lunch Hours	1:00 pm to 1:30 pm
Dinner Hours	5:30 pm to 6:00 pm

4. Textbooks & Supplies

Textbooks will be issued at the beginning of the first class. All needed supplies and equipment will be maintained in the classroom. At the beginning of the training, each student will be issued a complete set of supplies with a carrying case. The kit contains the tools and supplies necessary for satisfactory completion of the course. Students are expected to maintain the kit by replacing lost or broken articles. The school is not responsible for a student's kit, either lost or stolen. Students must learn to be responsible for the tools of their trade.

5. Attendance Policy

Consistent attendance is essential to the overall effectiveness of the training a student receives at InArt University. This process is as important as learning, since future employers emphasize punctuality and attendance as top job requirements. Students are required to attend all scheduled classes regularly and punctually and attend at a minimum 80% of the time allotted for class. Attendance must be maintained at an average of 80 percent of the scheduled attendance if the student is expected to complete the course of study within the 1.5 times of the period of time stated in the enrollment agreement.

5-1. Maintaining Status of International Students

In order to maintain your F1 visa status, Students must:
- Keep your passport valid at all times.
- Attend the school and academic program indicated on your I-20.
- Request a new form if there is any change in the Student's degree level or major.
- Carry a full course of study (40 clock hours per week for all students)
- Keep personal I-20 form valid at all times. Check the expiration date on first page to make sure that it is **always** valid. Request a new form if any major changes occur in your situation (e.g., changes in source of funding, marital status, major, degree program).
- Notify the school of each change of local address within ten days of the move

Follow the required procedures (with the help of the Designated School Official/International Advisor) when

> Applying for extension of stay
> Transferring to or from another school
> Applying for **Practical Training** (PT)
> Withdrawing from the school

Refrain from off-campus employment without U.S. **Immigration and Customs Enforcement** (**ICE**) or school authorization. Off-campus work permission is approved ONLY by U.S. **Immigration and Customs Enforcement** (**ICE**) in case of an extraordinary circumstance. It is illegal to work without authorization and Students are subject to deportation.

5-2. Attendance Probation

InArt University recognizes that there are times when a student is unable to attend class, arrives late or leaves early. The attendance policy allows for these circumstances, while ensuring that each student attends class a sufficient amount of time to master the subject material. A student will be placed on attendance probation if he or she is below 80% attendance in any given class. Frequent tardiness and/or unexcused absences are cause for placing a student on probationary status.

Registrar's Office will notify a student and his/her academic advisor when he/she misses the second class (excused and/or unexcused). The notification is sent to the student via email. However, students are responsible for monitoring their own attendance records. Failure to receive the notification does not negate their attendance status.

5-3. *Attendance Requirements*
Students must maintain an attendance rate of 80% in all courses and programs offered at InArt University. Students are required to call the registrar as soon as practical on the first day of absence and give an estimate of the duration of the absence. Long term absences for medical reasons will require a note from a doctor or health care professional.

6. Absence, Tardy Policy
Students not physically present in class 9:00 am, per their class start time are considered tardy. InArt University has established a fifteen (15) minute grace period for the student to clock in and be countable for the total hours for the day. If the student passes the grace period established, the student will be considered late for the class and may be asked to return at 11:15am for the practical portion.

- An absence may be excused by calling-in the same day prior to the beginning of class.
- Frequent tardiness and/or absences are cause for disciplinary action such as probation or dismissal.
- All lesson assignments which were missed during any period of absence must be made up.
- Students with fourteen (14) consecutive days of absences, in any program of study, will be withdrawn by the InArt University.

7. Leave of Absence
Students may experience extended personal, medical or other problems which make it difficult to attend class.
Students may be granted one leave of absence (LOA) per 12-month period for certain specific and acceptable reasons. Students may also request an administrative leave when a course that is needed is not available. A LOA shall be reasonable in duration, not to exceed 180 calendar days. All LOA's must be in writing and addressed to the Office of Admissions. The LOA request form must be filled out; beginning and end date, include the reason for the request and students signature. The request must be accompanied by written documentation from the appropriate person and/or agency. The dean will approve or deny the request in writing.
 If a student fails to return on the scheduled return date, he/she shall be terminated from the training program. Students on LOA will not be assessed any additional charges of tuition. Students returning from an authorized LOA will retain all clock hours and work projects completed and will be returned to the academic progress status they held prior to the start of the leave of absence. In, addition students returning from a LOA will have his/her maximum time frame to complete the course extended by the same number of days as the leave of absence. Students who fail to return from a LOA will be considered dismissed as the last Day of attendance (LDA) prior to the start of the leave and the refund calculation will be performed any monies due shall be refunded within forty-five (45) days of a determination that a student has failed to return from their leave of absence (LOA) or the student has withdrawn, whether officially or unofficially.
 One subsequent leave of absence may be granted if the leave of absence does not exceed 30 days and the school determines that it is necessary due to unforeseen circumstances. Subsequent leaves of absence may be granted for jury duty, military reasons, or circumstances covered under the

Family and Medical Leave Act of 1993. The school must document the reason for each subsequent leave of absence.

8. Excused and Unexcused Absence
Students who need permission to be absent for family purposes must notify the School Registrar department two weeks in advance and present written proof of the event. Students are encouraged to schedule medical, dental, personal or legal appointments outside of their scheduled school hours and should notify the school if they plan to be absent. Students will still be marked absent, tardy, or as having left early if they miss class due to medical, dental, personal or legal appointments.
In order to be granted time off for leaving early, students must submit a Time off Form to the School Administrative staff. Students who are aware that they must leave early for the day should notify the instructor at the earliest possible time to help avoid classroom interruption and client scheduling issues.
Student who have been absent from their scheduled classes for 14 consecutive calendar days, not including scheduled school holiday, will be dropped from the training program.

9. Re-entry Policy
Students who have been terminated for violating the attendance policy may be re-entered through the appeal process.

10. Satisfactory Academic Progress (SAP) Policy
InArt University expects all of its students to maintain Satisfactory Academic Progress (SAP) as established by this institution. Any prospective student should read and consider the SAP policy before enrollment. The school's SAP policy is applied consistently to all students enrolled in a specific program and scheduled for a particular category of attendance (part-time/full-time).

Students must show satisfactory academic progress. **In order to maintain satisfactory academic progress,** *students must:*

1. Maintain a cumulative academic average of "C" (70%) or better on all tests, work projects (operations) and other required course work.
2. Maintain a cumulative average attendance level of at least 80% of the scheduled hours indicated on their enrollment contract. For example, a student scheduled to complete 30 hours per week would have to maintain an average weekly attendance of at least 24 hours per week Regardless of the average level of attendance, students who have more than one consecutive weeks of absences (7 calendar days) will be dismissed. This standard shall apply to all students except those on an approved Leave of Absence (see LOA policy). Students who expect to be absent 7 or more days up to 120 days are encouraged to request a Leave-of-Absence. In addition to attendance standards relating to Satisfactory Academic Progress (SAP), students are also required to adhere to certain other general institutional policies relating to attendance and tardiness. These policies are outlined in the "School Rules and Regulations" section of this catalog on pages 19-20.
3. Complete the course within one and one-half times (150%) the length of the course as defined in the enrollment agreement. For example, a student who enrolls in a 400 hour/ 20 week long Manicuring program must complete within 30 weeks. Any student, who

exceeds the maximum time frame, will be terminated. For the purpose of determining the maximum time frame, transfer hours from another institution that are accepted toward the student's educational program are counted both as attempted and completed hours.

4. Students must meet minimum academic and attendance requirements for each evaluation period of the course to be considered as making satisfactory academic progress until the next scheduled evaluation.

***Unsatisfactory Academic Progress Requirement*

A student who fails a course, or whose cumulative point average falls below "C" will be placed on academic probation. In this circumstance, the student will receive written correspondence from the Academic Dean outlining a plan of study designed to improve his or her academic performance. Such a plan of study may include a reduction in non-academic activities, special tutoring, remedial work in reading and writing, or such other provisions as may seem appropriate in each case. The student is required to follow this plan of study until he or she is removed from probation. The student is automatically removed from probation upon successfully completing an academic term in which none of the conditions listed in the first sentence of this statement occurs.

11. Student Evaluation

Written progress records are maintained by InArt University. These are recorded and discussed with each student during their evaluation periods and are given a copy of their SAP report. The students will be advised in writing on the actions required to attain satisfactory academic progress by the next evaluation. If at the end of the probationary period, the student has still not met both the attendance and academic requirements, he/she will be determined as NOT making satisfactory academic progress.

12. Warning

Students who fall below the above standards at the satisfactory progress evaluation point for their Scheduled hours will be place on warning. A student is considered to be making unsatisfactory progress while on warning but is still eligible for financial aid. If the student does not improve either grades and/or attendance by the end of the evaluation point, he/she will be ineligible for financial aid. When the student is put on probation status, he/she is issued an academic improvement plan.

13. Probation

Students who fail to meet minimum requirements for attendance or academic progress after the warning period may be placed on probation and considered to be making satisfactory progress while during the first probationary period, if the student appeals the decision, and prevails upon appeal.

14. Suspension and Termination

All students are expected to conduct themselves as responsible adults, to attend classes regularly, and to maintain a satisfactory level of academic achievement. InArt University reserves the right to suspend or dismiss any student who:

• Displays conduct that the faculty and administration determines to be detrimental to fellow students, other individuals, the community, or the School, as addressed in the

conduct policy of this catalog.
- Uses or is under the influence of alcoholic beverages or illegal drugs on or adjacent to InArt University property.
- Fails to maintain satisfactory academic progress.
- Fails to meet school's attendance policy or standards.
- Fails to meet financial obligations to the institution.

15. Drops
InArt University reserves the right to drop students who fail to comply with the academic, attendance, financial, and conduct standards of the institution.
Reasons for being dropped may include, but are not limited to, the following:

- Failure to meet school's attendance policy or standards
  7 days of consecutive absences
  Less than 80% attendance in your program of study
- Failure to maintain satisfactory academic progress
  Less than 70% grade in two or more courses
- Failure to meet satisfactory clinical standards
- Failure to meet financial obligations to the institution
- Conduct that the faculty and administration determines to be detrimental to fellow students, other individuals, the community, or the Institution, as addressed in the conduct policy of InArt University School Catalog.
- Use of or being under the influence of alcoholic beverages or illegal drugs on or adjacent to InArt University property.

16. Re-establishment of Satisfactory progress & Reinstatement of Financial Aid Eligibility
Students who have lost eligibility for financial aid may reestablish by meeting their minimum academic and attendance average by the end of the probation period. If after this period, a student is still in unsatisfactory progress, he/she may be dropped from the course of study at the discretion of the school president. In case of extenuating circumstances, special arrangements may be made with school official. These arrangements will be handled on an individual basis. The probation period and reinstatement period apply to all students, whether or not they are on financial aid.

17. Appeals Process
Students who wish to appeal the decision that they are not making Satisfactory Academic Progress must submit a written request to the institution's administrator. The letter should be received within ten (10) days of school's determination and must describe any circumstances related to the student's academic standing, which the student believes to deserve special consideration, such as but not limited to, an injury or illness of the student, death in the family or other special circumstances. The student can attach documentation regarding why the student failed to make SAP and what has changed in the student's situation that will allow him to make satisfactory progress at the next evaluation, such as but not limited to doctor's note, death certificate etc. The administrator shall evaluate the appeal within a reasonable time frame (5-10 days) and notify the student in writing of the administrator's decision. Should the student's appeal be denied, he or she may appear before a school committee to present his or her case. The committee shall provide written notice to the student of its decision within a reasonable time frame (5-10 days). The decision of the committee shall be final. All the results of the appeal procedures will be documented in the student's file. All the copies of student's request and college's decisions will be kept in the student's file.

18. Grading Policy

Students are evaluated on a regular basis on theory, practical and clinical work. The evaluations are measured on a standard percentile basis and the percentage equated to a letter grade. All copies of evaluation forms are issued to students upon completion of each increment of the course hours as explained above for students' review. This evaluation form reflects the overall Attendance and Academic progress of the student. Students must maintain a minimum of "C" (70%) cumulative grade average or practical evaluation to maintain satisfactory academic progress status. The system detailed below is the system utilized in the school.

Academic Grading

Grade	Points	Grade	Points
A	4.0	A-	3.67
B+	3.33	B	3.0
B-	2.67	C+	2.33
C	2.0	C-	1.67
D	1.0	F	0

I	*Incomplete	WP	Withdraw Passing
WF	Withdraw Failing	P	Pass (challenge)
AU	Audit (no credit)	CR	Credit
NR	No Credit		

Practice Work and Theory Grades

100% - 90%	A	Excellent
89% - 80%	B	Good
79% - 70%	C	Average
69% - 60%	D	Unsatisfactory
59% - 00 %	F	Fail

18-1. Practical Grading

Practical skills are evaluated using the (Rubric Criteria) which is based on the grading of "0" for not completing the work, and "100" for completing all the steps of work projected correctly. All students are required to satisfactorily complete all subjects prior to graduation unless credit has been allowed for previous training in a particular subject area.

If a student is making satisfactory progress at evaluation time, then said student is considered making satisfactory progress until the next evaluation period. If a student is NOT making satisfactory progress at evaluation time, then said student will be placed on warning.

19. Summary of Termination/Reinstatement Policies

Those who fail to maintain the required policies described under the sections related to satisfactory academic/attendance progress requirements, leave of absence, conduct, dress code, substance abuse and/or financial obligations included within this catalog may be subject to termination. Examples include, but are not limited to, the following:

▸ Violation of the attendance policy;

‣ Failure to maintain satisfactory academic progress;
‣ Violation of personal conduct standards; and
‣ Inability to meet financial obligations to the school

Students who have been terminated for failing to maintain satisfactory academic progress may be reinstated through the appeal process. Upon reinstatement, the student will be placed on probation. At the end of the first module after reinstatement, the following standards must be achieved: a cumulative GPA of at least 2.0 and a cumulative attendance of 80 - 85%.

20. Withdrawal Policy
In order to withdraw, the student must complete an official withdrawal form and file it with the school's President.

21. Student Records Retention Policy
STUDENT RECORD RETENTION POLICY InArt University will maintain records for each student, whether or not the student completes the educational program. For a period ending (5) five years after the date of the student's graduation, withdrawal, or termination (with the exception of students who cancel their program). Student's transcripts and Proof of Training will be maintained permanently. The student's records shall be retrievable by student name and shall contain all of the following applicable information:

1. Written records and transcripts of any formal education or training relevant to the student's qualifications for admission to the institution.
2. Copies of all documents signed by the student, including contracts, instruments of indebtedness, and documents relating to financial Aid.
3. Copies of all tests given to the student before admission; records of the dates of enrollment and, if applicable, withdrawal, leaves of absence, and graduation.
4. A transcript is showing all of the classes and courses or their educational services that were completed and were attempted but not completed and grades or evaluations given to the student.
5. A copy of documents relating to student financial aid that are required or be maintained by law or by a lean guarantee agency.
6. A document showing the total amount of money received from or on behalf of the student and the date or dates on which the money was received.
7. Copies of any official advisory notices or warnings regarding the students' progress.
8. Complaints received from the student, including any correspondence, notes, memoranda, or telephone log relating to a complaint.
9. InArt University shall maintain electric records of student's attendance.

22. Family Educational Rights and Privacy Act
InArt University complies with the Family Educational Rights and Privacy Act (FERPA), which provide students certain rights related to their educational records. The following is a description of those rights:
The right to inspect and review the student's educational records within 45 days of the day the Institution receives a written request for access. Students should submit to the InArt University InArt University President written requests that identify the record (s) they wish to inspect. The

InArt University official will make arrangements for access and notify the student of the time and place where the records may be inspected. If the InArt University does not maintain the records, the official to whom the request was submitted shall advise the student of the correct official to whom the request should be addressed.

The right to request the amendment of the student's educational records that the student believes is inaccurate or misleading. Student may ask the Institution to amend a record that they believe is inaccurate or misleading. They should write the institution official responsible for the record, clearly identify the part of the record they want changed, and specify why it is inaccurate or misleading. If the Institution decides not to amend the record as requested by the student, the Institution will notify the student of the decision and advise the student of his or her right to a hearing regarding the request for amendment. Additional information regarding the hearing procedures will be provided to the student when notified of the right to a hearing.

The right to consent to disclosures of personally identifiable information contained in the student's education records, except to the extent that FERPA authorizes disclosure without consent. One exception, which permits disclosure without consent, is disclosure to institution officials with legitimate educational interests. An institution official is a person employed by the institution in an administrative, supervisory, academic, research, or support staff position (including law enforcement unit personnel and health staff). A person or company with whom the Institution has contracted (such as an attorney, auditor, or collection agent); a person serving on the Board of Trustees; a student serving on an official committee, such as a disciplinary or grievance committee, or assisting another institution official in performing his or her tasks. An institution official has a legitimate educational interest if the official needs to review an educational record in order to fulfill his or her professional responsibility. Upon request, the Institution discloses educational records without consent to officials of another institution in which a student seeks or intends to enroll.

Directory information is information that may be unconditionally released to third parties by the school without the consent of the student unless the student specifically requests that the information not be released. The school request students to present such requests in writing within 10 days of the date of enrollment. Directory information includes the student's name, address(s), telephone number(s), birth date and place, program undertaken, dates of attendance and certificate or diploma awarded.

The right to file a complaint with the U.S. Department of Education concerning alleged failures by this Institution to comply with the requirements on file is as follows
    Family Policy Compliance Office,
    Department of Education,
    600 Independence, SW
    Washington, DC 20202-4605.

* Note: The FERPA does not apply to international students.

23. Graduation Requirements
Success is dependent upon the student's individual efforts, abilities and application to the requirements of the school.

To be eligible for graduation, a student must:

•Complete all required classroom modules with at least a cumulative grade point average of 2.0.
•Meet the specific grade and other program requirements for specific classes (if applicable)
•Meet the Satisfactory Progress requirement
•Meet all financial or other obligations to InArt University.

Any student subject to a records hold must satisfy outstanding obligations before an official degree for a programs will be issued. A $20.00 fee will be assessed for all duplicate requests. A Duplicate degree or certificate will take approximately ten (10) working days after payment to produce.

§4. STUDENT SERVICES and POLICIES

1. Student Orientation
During orientation, a school administrator will familiarize the student with the school facilities, services, grading policies, graduation requirements, etc. as described in this catalog.

2. Hours

Instruction	Time	Days
Full-time Schedule	9:00 am to 5:30 pm	Monday through Friday
Morning Schedule	9:00 am to 1:00 pm	Monday through Friday
Afternoon Schedule	1:30 pm to 5:30 pm	Monday through Friday
Evening Schedule	6:00 pm to 10:00 pm	Monday through Friday
Office Hours	9:00 am to 4:00 pm	Monday through Friday
Lunch Hours	1:00 pm to 1:30 pm	Monday through Friday
Dinner Hours	5:30 pm to 6:00 pm	Monday through Friday

Classes are offered continually on a cyclical basis, usually starting on selected Mondays. Legal holidays are observed. The school provides special consideration for holidays of Christianity. Appropriate arrangements can be made with the president. The following is a list of recognized school holidays:

3. Observed Holidays:
   New Year's Day
   Martin Luther King's Birthday Holiday
   President's Day
   Memorial Day
   Independence Day
   Labor Day
   Thanksgiving Day, and the day after
   Christmas Day
   Spring Break
   Fall Break

4. Maintenance of School Facility

Courtesy and respect for others around you is the responsibility of the student attending classes at InArt University. In order to maintain an environment that promotes and supports this objective, the following rules are to be followed:

- InArt University prohibits smoking and e-cigarette in campus buildings, including classrooms, lobbies, hallways, eating areas, lounges, and restrooms.
- Students must maintain a clean, organized area at all times.
- When leaving the area, all electrical devices, computers, and so forth, must be turned off.
- Food and drinks are prohibited in the classrooms and in the library.
- Students misusing the equipment and instrumental devices may be subject to dismissal and may be billed for damaged equipment.
- Accidents and/or breakdowns must be reported immediately to the student's instructor.

5. Parking

Parking is available in the parking lot, located around the campus of InArt University.

6. Medical, Dental, Psychological Care

Successful progression through a program of study requires sufficient sleep, exercise and a proper diet. If the student requires medical and/or dental appointments, appointments should be made after school hours. If a student is in need of personal psychological counseling, the President will provide a listing of services in the community and also in student handbook.

7. Child Care

InArt University is not equipped or properly staffed to provide child care services for enrollees.

8. Pregnancy

Upon confirmation of pregnancy, the student must provide the President with a written statement from her attending physician indicating approval for continuation of course of study without limitations.

9. Current Student Information

It is important that the school be notified of any change in residence or telephone numbers. Current and accurate personal information is necessary if an emergency does occur.

10. Visitors

Parents, spouses, prospective employers, etc. are cordially invited to visit the school at any time, but with appropriate notice to the school. Special arrangements will be made for groups. Anyone, who is disruptive to the smooth operation of the school, may be asked to leave the premises immediately. Students are not allowed to bring children into the classrooms/ laboratories and clinic floor without approval from the administration.

11. Telephone

Emergency calls for students will be transmitted to the student when received.

12. Photo Release

At InArt University students will provide absolute rights and permission to use photographic portraits, pictures or videos of them in character form, for advertising or any other lawful purpose whatsoever.

13. Academic Advising Sessions

All students are provided with personal assistance regarding program requirements and scheduling. In addition, individual assistance and advising are readily available to students with special academic difficulties. Enrollees are encouraged to request an appointment with their instructor immediately if any scholastic problems arise. All students are urged to take advantage of this valuable assistance.

InArt University welcomes any suggestions as to ways in which any aspect of the school can be improved. Suggestions should be directed to the school's Chancellor.

14. Library Facilities

InArt University offers a complete library containing texts, volumes, and resource materials for student use for theological programs of study. A student may conduct research and utilize periodicals, news sources and current events, encyclopedias and dictionaries. Students also have access to a permanent computer in the library for research. Administrative staff is available to assist students in their research.

The Library is available Monday through Friday from 9 am to 8 pm unless otherwise stated on the Library Door. (The Library may be in use for administrative meetings. Generally these meetings are rare and are held when students are in class, or after regular school hours.) The library is located on the nearby classrooms.

With a valid ID, students may also access branches of the Gwinnett County Library System. Students can get local branch information from their instructor or school administrator.

15. JOB PLACEMENT and CAREER SERVICES

InArt University does not guarantee placement. However, limited job placement assistance by providing referrals to graduates may be available.

The Career Services Department assists students and graduates in a broad range of career planning and advising to include: interviewing skills and follow–up; job opportunity generation through job leads and networking; the full cycle of the hiring process including resumes and job applications;

Students and graduates are encouraged to take advantages of every opportunity to work with the Career Services Department to sharpen their interviewing and presentation skills. Successful employment assistance is dependent upon a mutual effort by both graduates and Career Services Department.

Graduates are encouraged to aggressively seek employment opportunities on their own, keep records of their contracts, and inform their Career Services Specialist of these efforts.

This employments assistance services are available to all students who successfully complete the requirements for graduation in their respective programs. Employment opportunities may be

limited for anyone who has a criminal background.

InArt University mission is to provide learners with the skills and
technical knowledge necessary to qualify for employment in entry-level positions; InArt University cannot and will not guarantee employment to anyone.

An eligible graduate is any student who has:
1. Successfully completed all graduation requirements.
2. Submitted a personal resume to the Career Services Advisor.
3. Return all books, equipment, etc. belonging to the school.
4. Fulfilled all financial obligations to the School and attended a Financial Aid Exit Interview, if applicable.

16. HOUSING INFORMATION

This institution offers no residential housing. The vast majority of students live nearby in apartments. InArt University offers housing referrals, however, and below is a partial list of contacts and information that may help students find housing.

The housing options listed below are conveniently located within an easy distance of the school, and within walking distance to a bus or subway (*The Metro*) location. For bus, subway routes and timetables, please visit the Los Angeles County Metropolitan Transportation Authority.

We advise you to call these businesses for their current rates as they are subject to change without notice. Research each of these options to determine which one will meet your unique housing requirements. You can go to http://www.mapquest.com and find the distance from our school to the apartments. Just type the address of the apartment in the lower left fields that say "Get directions to above location".

SUGGESTED HOUSING WEBSITES:

www.MyCheapApartments.com   www.4rentinla.com
www.craigslist.com   www.losangeles.craigslist.org
www.westsiderentals.com   www.shorttermrentalsla.com
www.furnishedapartmentsla.com   www.hostels.com/us.ca.la.html
www.myapartmentmap.com

Hobart House
528 South Hobart Blvd. LA CA 90020   email : 528hobart@gmail.com
phone : 213.637.0308
Hobart House offers single private rooms as well as 2, 3 and 4 occupancy bedrooms. All rooms are furnished with beds (linens provided), a desk, chair and lamp. The property has central air, hardwood floors and modern tiled bathrooms. Internet Wi-Fi is available. Washing machine and dryer are on premises. Dining room, living room, kitchen and front porch are for general use. Complimentary continental breakfast served 7:20am - 9:00am Monday - Friday. You can rent by the day, the week or the month. Prices range from $550 to $850 for monthly rates.   A payment of the full rent must be made two weeks prior to the move-in date to secure your room.   A

Security deposit is required

Over one week of stay -$100; $50 will be deducted for cleaning when you move out
2 days to one week - $80 ($50 will be deducted for cleaning when you move out)
one night - refundable key deposit $20. www.Hobarthouse.com

Homestay Services International:
(310) 393-5337 FAX (310) 393-5837 Contact: Patty Snyder
Come live with an American family! Features many locations throughout the city. They will ne
ver place you more than 2 bus rides away from our school. The cost is $750.00, and that places
you in a family home environment, with your own private bedroom and sometimes private bathr
oom as well. Price includes breakfast, dinner, and sometimes lunch. There is a placement fee of
$200.00 and a refundable security deposit of $100.00. They do offer pickup services from the air
port for a fee as well.
        www.homestayservices.com
        email: homestay@homestayservices.com

Oakwood Apartments:
(323) 878-2100 Contact: Lila Cross
Features many locations at various price ranges throughout the city of Los Angeles. They will
customize living options based on your individual budget, requests, and needs. Buildings can be
located downtown, in Studio City, Marina Del Rey, and Miracle Mile for example. Rates as low
as $55 a day, with a minimum 30 day stay.   http://www.oakwood.com

Artiste Apartments:
A great website geared towards short term housing for artists. 1920's style renovated buildings
in various locations in Los Angeles. Availability changes, so check out their website!
        www.artisteapartments.com

Highland Park Apartments and Mid-Wilshire Apartments
Contact: (888) 793-7368 (888) 805-7368 both are toll free
Studios $800- $1500
1 Bedroom $1500-$1,750   2 Bedrooms $1800- $2,500
Lease is flexible $60 finder's fee

Radisson Wilshire Hotel
Contact: (213) 381-7411
3515 Wilshire Blvd., Los Angeles, CA 90010
$79.00 student rate when available
Will negotiate monthly rates
http://www.wilshireplazahotel.com/

The Gaylord Apartments
(213) 389-4161 Contact: Eric Cutten
thegaylordlosangeles@yahoo.com
3355 Wilshire Blvd., Los Angeles, CA 90010
Pool, downstairs bar, utilities included.   Bachelor (no kitchen, incl.) $750-850

Single (Full kitchen) $1,065-$1,200   1 bedroom- $1,400-$1,850
http://www.thegaylordapartments.com   Six month lease

17. Dress Code

Creating a professional image requires dressing professionally throughout your educational experiences. Always be neat, clean and well-groomed at all times.

18. Conduct

Please maintain the following behaviors and those described in the Catalog:
Acceptable professional conduct for InArt University students:

1) Accept assigned duties and responsibilities.
2) Demonstrate initiative and productivity.
3) Demonstrate sensitivity, compassion and a caring attitude towards your peers and patients.
4) Demonstrate strong ethical character.
5) Treat people as you would like to be treated.
6) Maintain professional grooming and personal hygiene at all times.
7) Demonstrate a well-rounded personality and professional competence while completing their graduation requirements.
   Rules of conduct at InArt University are based on the Georgia Administrative Code.
8) An act of dishonesty is the most serious violation of student conduct.
9) Cheating is the unauthorized use of study aids, examination files, and other related materials and receiving unauthorized assistance during any academic exercise.
10) Fabrication is the falsification or invention of any information in an academic setting,.
11) Food or drink is NOT permitted in the classrooms, unless designated by the school Director, the instructor or the Registrar.

Violation of the rules of conduct present in the catalog may lead to dismissal from InArt University or probation. All disciplinary matters will come before the administration, who will review the complaint, interview the person(s) involved and make a determination. Results may include: dismissal of the charge, dismissal of the student, probation or suspension for a specified period of time. The finding will become part of the student's permanent file, possibly affecting a recommendation from InArt University. InArt University reserves the right to dismiss any student for whom it feels continuation would be a detriment to the student, fellow students and/or the school.

19. Sexual Harassment

InArt University intends to provide a work and learning environment that is pleasant, healthful, comfortable, and free from intimidation, hostility, or any other offenses that might interfere with work performance. Harassment of any sort – verbal, physical, and visual – will not be tolerated.

Sexual harassment consists of overt activity of a sexual nature that has a substantial adverse effect on a person in the workplace. Such overt activity may include, but is not limited to the following:
- Demands for sexual favors, accompanied by threats concerning an individual's employment status;
- Demands for sexual favors, accompanied by promises of preferential

Treatment concerning an individual's employment status;
- Verbal, written or graphic communication of a sexual nature;
- Patting, pinching, or unnecessary contact with another employee's body.

All InArt University employees, and particularly supervisors, have a responsibility for keeping the work environment free of harassment. Any employee, who becomes aware of an incident of harassment, whether by witnessing the incident, or being told of it, must report it to their immediate supervisor, or any management representative with whom they feel comfortable. When management becomes aware that harassment might exist, it is obligated by law to take prompt and appropriate action, whether or not the victim wants the company to do so.

Students should immediately report, in writing or orally, any incident in which he/she believes sexual harassment has occurred. Complaints should be presented to the student's instructor. If the problem recurs, or if for any reason the student does not wish to discuss the problem with his/her instructor, contact the President.

20. Student Responsibilities and Rights

Responsibilities
1. In addition to the requirements described under sections on attendance, satisfactory progress, etc. in this catalog, students are expected to follow standards of conduct and ethical consideration generally found in the professional workplace.

2. Read and understand all forms that you are asked to sign and keep copies of them.

3. It is the student's responsibility to compare and choose the school they wish to attend. Tuition must be paid regardless of any future complaints or problems, unless discharged by a court of law.

4. Pay all installment payments on time.

Rights
1. Know what financing is available. For all loans you receive, you have the right to know the total amount that must be repaid, the monthly payment amount, the late penalty charge, the payback procedures, the length of time you have to repay the loan, and when repayment is to begin.

2. Know the criteria for satisfactory progress and when you are not meeting these criteria.

3. You may stop school at any time and receive a refund for the part of the course you did not take (if payment has been made). The refund policy is in this catalog and also described in your enrollment agreement.

21. Substance Abuse Prevention Policy
As a matter of policy, InArt University has adopted and implemented a program that prohibits the manufacture and unlawful possession, use or distribution of illicit drugs and alcohol by students and employees on its property and at any school activity. Any violation of this policy will result in appropriate disciplinary actions, up to and including expulsion, even for a first offense. Where

it is apparent that a violation of the law has occurred, the appropriate law enforcement authorities will be notified.

Drug use and alcohol abuse have harmed society through major health and safety problems and contributed to the deterioration of the nuclear family. The administration, staff and faculty are dedicated to providing education, awareness, treatment referrals, along with the legally mandated reporting and criminal sanctions. .

22. Student Grievance Procedures

InArt University in the administration of discipline, guarantees procedural fairness to an accused person, whether the person is a InArt University student, or staff/faculty member. In pursuit of its policy of openness, accountability, and responsiveness to students, the institution provides established grievance procedures. The Chief Operating Officer shall maintain a file on each grievance reported, including the procedures followed, and the final disposition of the case.

22-1. Definition

A grievance is a complaint arising out of any alleged, unauthorized, or unjustified act or decision by a student, faculty member, administrator, or staff person, which in any way adversely affects the status, rights or privileges of a member of the student body. The burden of proof shall rest with the complainant.

If a student has a grievance, and wishes it to be recognized as such, a written complaint must be submitted to InArt University on either the school's petition form, or in letter format.

The written grievance must clearly state the student's name, the nature of the complaint, the name(s) of all parties directly involved in the complaint, and any appropriate documentary evidence.

Steps toward Resolution

Based upon the information presented in the grievance, steps toward resolution shall begin with informal discussions, headed by the President. Resolution shall be attempted at the lowest possible level.

Procedures for Official Hearings

If informal recourse fails to resolve the grievance within a reasonable time after filing, then the President will schedule a Student Grievance Committee meeting. The voting members of this committee shall be comprised of the President, the Admission Director, the Registrar, and one faculty member, who shall sit on the committee on a rotating basis.

A copy of the grievance shall be given in writing to the person(s) against whom the complaint is brought. The Committee shall review and consider documentary records, which relates to the case, including the grievance and its supporting documentation, and any documentary evidence or statement by the person(s) against whom the complaint was filed. Committee members shall arrive at a judgment in consultation among themselves. A majority vote of such members may make recommendation, as appropriate, for disciplinary actions, or for changes in policy.

23. Crime Statistics Report

No criminal offenses or arrests have occurred in the following categories on the school premises from 2004 to the present. Murder, manslaughter, arson, forcible and non-forcible sexual assault, robbery, aggravated assault, burglary, motor vehicle theft, liquor law violations, drug abuse violations, weapons possessions, evidence of prejudice based on race, religion, sexual orientation, ethnicity or disability. This information was reported to the Department of Education in the crime statistics report.

24. Study Groups

Students are encouraged to form study groups with other InArt University students enrolled in the same program. Study groups strongly aid in the learning process through group discussion and exam preparation. Experience has shown that students who participate in study groups improve their overall academic performance, and understanding of course subject matter. Students are cautioned that all InArt University instructors require that each student his/her own original work. Any student(s) violating this policy by turning in work copied from another student may be subject to the consequences of unethical practices set forth in this catalog.

25. Student Activities and Programs

InArt University provides a variety of services and programs designed to assist students during their matriculation. Recognizing that a well-rounded education demands attention to personal as well as professional growth, InArt University encourages students to include their families, friends, and significant others in the educational process. In addition, InArt University sponsors activities and organizations to foster integration of personal and professional development.

§5. FINANCIAL POLICIES

1. Financial Assistance
At the present time, InArt University does not offer federal financial aid to students. However, InArt University offers a limited number of scholarships on the basis of high scholastic achievement, and the financial needs of the students. Applications for scholarship assistance should be made to the Director of Admissions.

2. Student Budget
In addition to the direct costs of your education, it is important that you develop a budget to identify other financial obligations that you may incur when attending school. These expenses may include transportation, childcare, personal expenses, etc. The school's student service representative will assist you with this budget.

3. Payment Method
Students must pay the required registration fee and tuition on or before the beginning of each session. Tuition does not cover the cost of registration, books, and other related expenses. Students are responsible for acquiring the Textbooks and Kits. Some courses require more than one textbook.

InArt University accepts the following forms of payment:
     Cash
     Personal Checks
     Money Orders
     Cashier's Checks
     Card (VISA and Master Card only)

4. Tuition and Payment Policy
The Enrollment Agreement obligates the student and the school for the entire program of instruction. The student's financial obligations will be calculated in accordance with the school's refund policy in the contract and this school catalog. Registration, tuition and book/supply costs for each program are listed below. The InArt University is available at no charge and will be provided to each enrollee prior to enrollment. The school will work with each student to determine the best financial arrangement to meet their obligation for tuition. The school provides a voluntary prepayment plan to students and their families to help reduce the costs upon entry into training. Details are available through the financial representative.

Program	Tuition (A Year)	Registration Fee Non-Refundable	Supplies Non-Refundable		Total
			Books	Kit	
Undergraduate Program	$28,500.00	$150	$500	$700	$115,350
Graduate Program	$36,450.00	$150	$600	$800	$110,950

5. Payment Schedule of Total Charges for a Period of Attendance
Tuition charges are posted to the student tuition account on the basis of payment period by payment period. However, registration fee, books and supplies for the entire course, will be assessed and posted in the student's tuition account within the first payment period. Subsequent charges will be posted as needed. Please refer to "Payment Period Definition."

Itemized Charges Each Year by Tuition Payment Period

Program	1st Payment Period	2nd Payment Period	3rd Payment Period	4th Payment Period	Total Charges for Entire Program
Undergraduate	$29,850	$28,500	$28,500	$28,500	$115,350
Graduate	$36,600	$36,450	$36,450		$110,950

6. Explanation of Fees

Tuition
Tuition charges are based on the amount the number of units necessary for graduation, multiplied by the cost per hour.
Registration Fee
This is a non-refundable fee for administrative and office costs.

7. Books
An itemized list of the textbooks used for each program is attached to, or listed in the course syllabus that each student receives in their particular course of study.

8. Returned Check
A $35.00 fee will be charged if a check is returned for insufficient funds. This fee is added to the amount of the returned check, and the total payment must be made by cashier's check or money order.

9. Cancellation of Agreement and Refund
The Student has the right to cancel this enrollment agreement and all tuition and fees paid, excluding non-refundable fees, must be fully refunded should a cancellation request be made within 72 hours of signing the enrollment agreement by submitting a written notice to this School.

The cancellation occurs when the student gives written notice of cancellation to the Director, at the address of the School, shown on this agreement. The student can also mail, hand deliver, or fax the cancellation. The written notice of cancellation, if sent by mail, is effective when deposited in the mail, properly addressed with prepaid postage. The cancellation notice is to be addressed to: InArt University, **3731 Wilshire Blvd. Suite 512. Los Angles, CA 90010.**

10. Refund Policy

The Student has the right to withdraw from School at any time. If the Student withdraws from the course of instruction after the cancellation period, the School will remit a pro-rata refund for the unused portion of the tuition and other refundable charges if the student has completed up to 50% of training or less. The amount of the refund is determined by deducting the registration fee from the total tuition charge, then dividing the remainder by the number of hours in the course to calculate the hourly charge. The refund is the amount in excess of what the student owes for total hours of instruction completed, excluding the non-refundable registration fee and supplies fee with tax. For applicants who cancel enrollment or students who withdraw from enrollment, the following policy will be applied:

1. All tuition and fees must be paid before class starts.
2. A student cancels his/her enrollment within **three business days (72 hours)** of signing the enrollment agreement will be fully refunded except for the non-refundable registration fee and supplies fee with tax.
3. A student cancels his/her enrollment after three business days from signing the enrollment agreement to 50% completion of the program will be refunded to the student as a prorated amount of all money paid to InArt University except for the non-refundable application fee and supplies fee with tax.
4. A student cancels his/her enrollment after 50% completion of the program will not be refunded at all.
5. All money shall be refunded within 45 calendar days after receipt of written notice that the student will not enter.
6. It is the student's responsibility to attend all courses provided by InArt University. In case of absence, all tuition and fees will not be refunded. Instead, student will be allowed to make up missed hours under the consultation of the program instructor.

HYPOTHETICAL REFUND EXAMPLE:

Students have a right to a full refund of all charges, less the registration fee and supplies fee with tax, if the student cancels the enrollment agreement on the first day of class or on the 3th day after signing this agreement. The amount retained by the school will not exceed the application fee and supplies fee with tax.

If a student withdraws from the program after instruction has begun the student will receive a pro rata refund for the unused portion of the tuition and other refundable charges if the students had completed 50% or less of the instruction. The date of withdrawal is the date of cancellation and is determined as the date the student notifies the school of the decision to cancel, or the last date of attendance, if the student fails to notify the school. The student will be charged for all hours attended. For example, if the Student completes 40 hours of a 100-hour course, and paid $2,000 in tuition, the student would receive a refund of $1,200.

$2000	/ 100	/ 40	/ $800	/ $1,200
Tuition	/ Hours	/ Hours	/ Total Due	/ Total due
Paid By	/ Charged	/ Completed	/ to School	/ to student
Student				

The School will refund money collected from a third party on the student's behalf, such as Veteran's Benefits or WIA funds, if the school cancels or discontinues the course in which the student is enrolled, or if the student drops out. If any portion of the tuition was paid from the proceeds of a third party, the refund will be sent to the lender or agency that guaranteed the funds.

Any remaining amount will first be used to repay any student financial aid programs from which the student received benefits, in proportion to the benefits received. Any remaining amount of money will be paid to the student.

If the student obtains a loan to pay for an educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund. The School does not offer any state or federal loan guarantees; no loans of any kind are offered at this school.

11. Determination of the Withdrawal Date
The student's withdrawal is the last date of academic attendance as determined by the institution from its attendance records. The withdrawal date for a student who does not return from an approved leave of absence is set retroactively to the last date of attendance, as determined by the institution's attendance records.

12. School Closure
If the school should close permanently and ceases to offer instruction after students have enrolled and instruction has begun, the school shall at its option: the Institute will provide students with a pro-rata refund of tuition OR provide for completion of the course at schools in the neighborhood.

13. Unsatisfactory Financial Progress Requirement
Violation of any of the conditions set forth in the signed Enrollment Agreement may lead to dismissal from the school and/or probation. Failure to meet all financial obligations to the school may also lead to dismissal from school and/or probation.

§6. PROGRAM DESCRIPTIONS
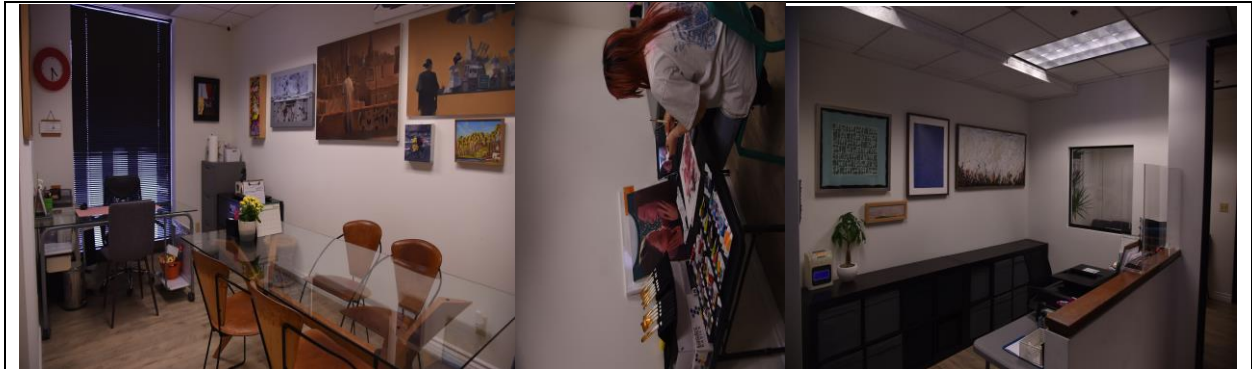
Programs

Undergraduate Degree Programs:

1) Bachelor of Fine Arts in Fine Art
2) Bachelor of Fine Arts in Animation & Game Design
3) Bachelor of Fine Arts in Fashion Design
4) Bachelor of Fine Arts in Graphic Design
5) Bachelor of Fine Arts in Interaction &UX/UI Design
6) Bachelor of Fine Arts in Product Design
7) Bachelor of Fine Arts in Industrial Design

Graduate Degree Programs:

1) Master of Fine Arts
2) Master of Fine Arts in Graphic Design
3) Master of Fine Arts in Fashion Design
4) Master of Fine Arts in Fashion Merchandising & Management
5) Master of Fine Arts in Interaction & UX/UI Design
6) Master of Arts in Museum Studies

Certificate Programs:

1) Animation (2 Years)
2) Game Design (1year,15 credits)
3) Graphic Design (1year, 36 credits)
4) Motion Graphics (15-18months)
5) UX/UI for Web Design (6 months)
6) Fine Arts (1 Year)

Undergraduate Degree Programs:

1) Bachelor of Fine Arts in Fine Art

The BFA program teaches students the creative and technical skills needed to thrive as career artists. Advanced instruction is offered in non-figurative and figurative fine art, including painting, sculpting, and printmaking. You acquire a thorough understanding of the various media used in visual arts while refining your creative skills in drawing, painting, photography, and digital media. Courses and projects expand your critical thinking and analytical skills as well as the creative conceptualization of your artist's voice, as does the University's well-rounded liberal arts curriculum.

Degree Requirements

▪ Successfully complete *117 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Core Courses**
* Complete 42 quarter units of **Liberal Arts Courses**
* Complete 36 quarter units of **Major Courses**
* Complete 3 quarter units of **Final Portfolio**
* Complete 6 quarter units of **Elective Courses**

Time Limit
Master of Fine Arts in Fashion Design program must be completed within *4 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Core Course-30 Units
FA 145 Printmaking
Know your print mediums. You'll learn traditional printmaking processes like etching, silkscreen, monotype, book arts, lithography, and relief printing to produce a portfolio and a book of prints.

FND 110 Analysis of Form
In-depth study of classical drawing principles on achieving heightened realism in imagery. Learn how to incorporate accurate geometrical construction and use the five-value system to analyze light and shadow on forms. Gaining skills in perspective, composition, and rendering of various textures and materials.

FND 131 Figure Modeling
Learn to sculpt the nude human figure. You'll explore human proportion, structure, geometry, balance, and anatomy to enhance your understanding of 3D form, volume, and space.

FA 110 Still Life Painting I
Learn the indication of form, color, light and shadow through still life painting. Create interesting compositions along with various concepts relating to all majors.

FA 143 Silkscreen I

Learn to use the direct photo emulsion stencil method of printing with water-based inks. You'll learn to use a variety of papers and inks to create works of fine art and contemporary communications.

FND 112 Figure Drawing
Learn to draw the human figure with accuracy. You'll draw from the nude model to develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature.

FND 125 Color and Design
Take a deep dive into color and design. Using traditional media, explore color harmony using different color schemes. Learn how psychology, simultaneous contrast, proportion, atmospheric depth, muting and toning, light temperature, design unity, and visual emphasis can enhance imagery.

FA 211 Introduction to Painting: Figure
Paint the human figure using oils or acrylics. You'll gain skills in value, color, form, shape, structure, and composition relating to the figure.

FA 213 Introduction to Anatomy
Humans have 206 bones and 650 muscles. You'll learn the dynamics of anatomical form and how it relates to figurative art through drawing from models.

ILL 133 Digital Media Digital Manipulation
Combine essential camera and digital imaging skills to augment your imagery. Using a camera for reference, inspiration, and digital imaging to manipulate photo images, you'll learn to create narrative content, increasing your skills in a fun yet challenging environment. Phone camera or digital camera and computer access are required.

Liberal Arts-42 Units

LA 101 Freshman Symposium: Artistic Resilience
Practice evidence-based strategies for building artistic resilience and achieving academic success using critical reading, writing, and research skills. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your academic journey!

LA 107 Writing for the Multilingual Artist
Boost your foundational writing skills for success in your coursework and future profession. As a multilingual student, you'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 202 English Composition: Creative Persuasion and Argument

Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 291 Designing Careers
Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 110 Writing the Short Story
Become a creative storyteller. You'll apply the elements of the narrative genre to write a short story with dialogue, character development, plot, and setting.

LA 124 Physics for Artists: Light, Sound, and Motion
As someone interested in photography, animation, VFX, game design, and music production, you'll develop a conceptual and quantitative understanding of the fundamental physical properties of light, sound, and motion.

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

AHS 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century.

LA 326 Topics in World Art
Explore art outside of the Western tradition. Taking a cross-cultural approach, you'll learn to recognize what art communicates about Asian, African, Polynesian, and Pre-Columbian American cultures.

LA 222 20th Century Art
From post-impressionism to post-modernism, you'll explore the art and ideas that shaped the 20th century, including Expressionism, Fauvism, Art Nouveau, Cubism, Futurism, Dadaism, Surrealism, Abstract Expressionism, Minimalism, Pop Art, performance art, and graffiti.

LA 260 French 1: Basic Grammar and Speech
Bonjour! You'll learn practical applications of basic principles of French pronunciation, vocabulary, and grammar and gain an appreciation for French culture.

LA 326 Topics in World Art
Explore art outside of the Western tradition. Taking a cross-cultural approach, you'll learn to recognize what art communicates about Asian, African, Polynesian, and Pre-Columbian American cultures.

Major-36 Units

FA 222 Heads and Hands
Attention Illustration, Visual Development, Animation, and Fine Art students: take this class. You'll focus on the form and structure of the head and hands to create dynamic drawings that include expressions and emotions.

FA 224 Composition and Painting
Increase the quality, scope, and breadth of your imaginative compositions. Make better paintings through a better understanding of the creative process and a deep dive into composition, value, pattern, tone, staging, mood, and color theories.

FA 350 Mural Painting(Major Elective)
Experience the full mural production process and the business side of public art. You'll learn surfaces, mediums, materials, and methods to concept, budget, design, site survey, and produce a real mural for a real client. (This course is cross-listed with FA 650.)

FA 423 Abstract Painting
You'll explore modern art from its inception to today, discovering how form and color are distorted to elicit an emotional response and applying this to your own painting interpretations. (This course is cross-listed with FA 608.)

FA 311 Clothed Figure Painting 1
Learn to understand the body under clothing. You'll revisit proportion, gesture, light, shadow, value, and color relationships to structure, mass, and form. Plus, learn various properties of clothing, drapery, and the relation of the figure to its environment.

FA 328 Landscape Painting
Refine your approach and response to natural and man-made environments. You'll paint landscapes from locations and photographic references in studio. (This course is cross-listed with FA 605.)

FASCU 234 Head and Figure Sculpture
Express your personal creative ideas with clay. You'll develop skills in modeling gesture, figures, and proportions as you learn to sculpt the head, torso, and figure.

FA 310 Intermediate Painting Studio
This course will focus upon the artist's individual interest. This will enable each student to begin to develop a body of work and explore their individual approach to their chosen subjects.

FA 322 Quick Studies
Develop your intuitive skills for paint handling by producing painted quick studies. These on-the-fly studies in acrylics or oils will give you color, composition, paint handling, and quick indication-of-subject abilities, capturing the essence of the subject. (This course is cross-listed with FA 644.)

FA 325 Mixed Media Drawing and Painting 1
Discover new possibilities. By varying surfaces and mixing media, you'll discover how the descriptive and expressive qualities of line—alone or combined with tone and color—can give dimension, texture, and vitality to your work.

FA 424 Techniques of the Masters 1
Learn the techniques of the masters. You'll study painters who were influential in the modification of painting methods and receive hands-on instruction working in the painting processes of the masters.

FA 450 Advanced Painting Studio
You will be given an opportunity to expand upon your chosen direction along with producing in class work and homework. You will be guided in terms of quality, concept, and your own personal vision.

Final Portfolio-3 Units

FA 420 Senior Portfolio Workshop/Professional Practices (Final Portfolio)
Become an artist-entrepreneur. You'll increase your business acumen in resume and biography preparation, invoicing, commission work, grant applications, public relations, income tax, contracts, insurance, and portfolio assembly.

Elective-6 Units

N/A: Any Course
N/A: Any Course

2) Bachelor of Fine Arts in Animation & Game Design

The Bachelor of Fine Arts in Animation & Game Design provides the key concepts, creative tools and principles of diverse skills in fundamental and advanced technical knowledge of modeling, animation and game design.
The degree program prepares students for careers by developing technical competency, creative/independent problem solving and conceptual understanding necessary for the challenges of a career in the creative industries. Upon graduation, students have created a professional-quality portfolio to enter the field of content creators and are prepared for jobs in technical illustration, two- and three-dimension modeling, game design, animation, artistic production and exhibition. Students are guided in selecting courses that support a given concentration. They can take courses in various aspects of art, design and film/video.

Degree Requirements

▪ Successfully complete *120 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Core Courses**
* Complete 42 quarter units of **Liberal Arts Courses**
* Complete 39 quarter units of **Major Courses**
* Complete 9 quarter units of **Elective Courses**

Time Limit
Master of Fine Arts in Fashion Design program must be completed within *4 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description

Core Course-30 Units

GAM 105 Introduction to Maya
Learn the fundamental concepts of 3D modeling for games. Using modeling tools and methods in a conventional 3D application, you will create a variety of polygonal objects and how to apply basic lighting and materials to your scenes.

GAM 110 Introduction to Game Development
Learn the fundamentals of game development focusing on the various disciplines and roles involved in professional video game production. You will be exposed to industry-standard tools, workflows, and best practices that drive successful studios.

GAM 111 2D Tools for Game Development
Learn the two-dimensional tools used in the game industry. You will gain fundamental composition, color, layout, and presentation skills to develop different pieces using contemporary methods of digital image creation.

GAM 107 Game Engines
Get hands-on experience producing simple games with three different game engines. You will explore the commonalities and differences in tools and workflows.

GAM 150 Game Design, Theory and Analysis
Effective game design is about creativity, communication, and determining fun through the creation and balance of systematic rules. In this class, you will learn fundamental, practical principles of game design through the creation of tabletop games and role-playing.

GAM 201 3D Modeling for Games 1
Model immersive scenes that include multiple props. Using a conventional 3D application, you will deepen your skillset in UV coordinate mapping, different surfacing methods, and layout. Present your work in a real-time rendering application.

GAM 115 Elements of Scripting
Learn fundamental scripting elements for game development. You will explore the tools and approaches used to create game logic in both traditional and visual scripting systems.

GAM 170 Level Design for Video Games 1
Gain a solid understanding of level design for first- and third-person video games. You will create levels and game experiences—from the initial concept phase to block mesh and multiple passes of scripting—using the Unreal game engine.

GAM 215 Scripting for 3D Games 1
Learn to apply coding standards and practices, automation, intermediate scripting features, and design patterns commonly found in scripted game logic. You will examine different approaches to scripting through short-form projects.

GAM 235 2D Level Design and Mechanics
2D level design covers genres from platformers to dungeon crawlers. In this class you will learn how to create fun and functional 2D level designs and gameplay mechanics through multiple projects. (This course is cross-listed with GAM 627.)

Liberal Arts-42 Units

LA 101 Freshman Symposium: Artistic Resilience
Practice evidence-based strategies for building artistic resilience and achieving academic success using critical reading, writing, and research skills. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your academic journey!

LA 108 Composition for the Artist
Boost your foundational writing skills for success in your coursework and future profession. You'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 255 College Math
Artists and designers need basic math skills. You'll study fractions, percentages, ratio and proportion, probability, units of measurement, algebra, and geometry for personal finance, accounting, and investing.

LA 131 History of Gaming
Understanding game history helps modern developers make good design choices. You will study ancient board games, modern consoles, upcoming technologies, and a broad overview of the companies that have defined the video game industry.

LA 291 Designing Careers
Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 202 English Composition: Creative Persuasion and Argument
Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 110 Writing the Short Story
Become a creative storyteller. You'll apply the elements of the narrative genre to write a short story with dialogue, character development, plot, and setting.

LA 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 117 Survey of Landscape Architecture
Today's landscape architect is a dynamic, passionate professional. You'll gain a brief history of the profession and focus on the challenges, opportunities and responsibilities of landscape architecture in the 21st century. (This course is cross-listed with LAN 117.)

LA 292 Programming and Culture
Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

LA 306 Creatively Speaking: Presentation for Designers
Creative communication is essential to professionally present designs and articulate ideas to clients. In this course, students will learn how to read and identify with their audience, speak with confidence and tell a story. Students will practice presentations, vocal techniques and pacing in a supportive, engaging environment.

N/A: Any LA Course

Major-39 Units

GAM 270 Level Design for Video Games 2
Learn to create stealth, trap, hub, and multi-player levels to expand your advanced level design skills. You will work through a professional-level design test to complete the course.

GAM 310 Portfolio for Games 1
It's never too early to start planning for a portfolio and establishing a brand. In this midpoint class, you will learn the basics of creating a portfolio through a combination of professional techniques and feedback from your peers and instructors.

GAM 353 Game Freemium and Monetization
Learn the principles behind freemium game design and how to use monetized gameplay mechanics to generate revenue. You will gain the skills to evaluate the profitability of social and mobile free-to-play games.

GAM 315 Advanced Scripting
Technical design is all about problem-solving through a combination of creativity, tools, and logic. In this class, you will use advanced scripting techniques to identify and overcome scripting hurdles in multiple game genres.

GAM 335 Story in Video Games
Games are what we play and story is why we play them. You'll learn to use specific storytelling skills to create interactive narratives, define memorable heroes and villains, and empower player agency.

GAM 252 Systems Design
Explore the formal systems structures of games. You will model complex game systems based on high-level game concepts and balance variables of systems using systems theory, the MDA model, core and compulsion loops, combat systems, narrative architecture, social systems, game economies, and more.

GAM 350 Rapid Game Development
Become an effective game designer through multi-week projects in different genres. You will learn best practices for time management, effective communication, and project organization in a collaborative setting. (This course is cross-listed with GAM 606.)

GAM 416 Combat Design
Learn to create a semester-long 2D melee-focused brawler or hack-n-slash game. The combat will focus on a three-hit melee combo with supplemental ranged attacks. The hero of the game can be anything from a cute sword-wielding knight to a bare-knuckles brawling street fighter. Enemy archetypes are discussed and implemented to complement and counter the hero's combat abilities. The semester and project both end with the implementation of a climactic boss fight. (This course is cross-listed with GAM 652.)

GAM 410: Game Genre Focused Projects

Game Genre Focused Projects will focus on a single project for the entirety of the semester. This project can be an already existing project or start from scratch with the intent to create a project that fits a particular game genre, development studio and is completed at a high enough quality to be portfolio worthy.

GAM 472 Game Studio - Game Design I

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The fall section of the Co-Lab covers the Alpha and Beta phases of development with a focus on polishing and finalizing projects.

GAM 405 Games Portfolio Preparation- Final Portfolio

As a senior, you will organize and enhance your accumulated work to create a portfolio that showcases your skills and accomplishments. Plus, learn professional practices and how to apply for employment.

GAM 472 Game Studio - Game Design II

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The fall section of the Co-Lab covers the Alpha and Beta phases of development with a focus on polishing and finalizing projects

GAM 483 The Game Production Cycle

Game Genre Focused Projects will focus on a single project for the entirety of the semester. This project can be an already existing project or start from scratch with the intent to create a project that fits a particular game genre, development studio and is completed at a high enough quality to be portfolio worthy.

Elective-9 Units

N/A: Any Course-6 Units

GAM 335: Story in Video Games

Games are what we play and story is why we play them. You'll learn to use specific storytelling skills to create interactive narratives, define memorable heroes and villains, and empower player agency.

3) Bachelor of Fine Arts in Fashion Design

The School of Fashion offers ten BFA degree programs, each designed to prepare you for work in the fashion industry. They are: Design, Knitwear Design, Textile Design, Costume Design, Footwear & Accessory Design, Fashion Styling, Fashion Product Development, Fashion Visual Merchandising, Fashion Merchandising, and Fashion Marketing. Students in these BFA programs may choose an emphasis in Fashion Design or 3D Design Pattern Making. Coursework combines excellence in design, artistic production, and innovative technology to provide students with the skills necessary to fully realize their creative visions.

Degree Requirements

▪ Successfully complete ***111 quarter units*** of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 42 quarter units of **Core Courses**
* Complete 33 quarter units of **Liberal Arts Courses**
* Complete 33 quarter units of **Major Courses**
* Complete 3 quarter units of **Elective Courses**

Time Limit
Master of Fine Arts in Fashion Design program must be completed within ***4 years*** from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Core Course-42 Units

FSH 100 Drawing for Fashion -3 Units
Develop foundational skills in design sketching through observation and replication. You will become familiar with body proportions, basic human anatomy, and figure balance.

FSH 120 Color Science and Fabric Technology-3 Unit
Color and fabric are concepts that drive creativity, novelty, and innovation. You will explore how fashion professionals apply color and design principles at all levels of the industry. You will study how textile fibers and other fabric characteristics affect garment performance.

FSH 164 Fashion Sewing Techniques-3 Units
Get the cutting and sewing skills for work in the apparel industry. You will learn both hand finishing and machine sewing techniques in wovens and create a notebook documenting your new skills.

LA 101 Freshman Symposium: Artistic Resilience
Practice evidence-based strategies for building artistic resilience and achieving academic success using critical reading, writing, and research skills. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your academic journey!

FSH 101 Fashion Visual Research and Design Development
Fashion design is a process. You'll build a firm foundation of skills as you develop and use visual research to create, edit, and balance a collection.

FSH 220 Construction/Draping/Flat Pattern I
Create basic garment blocks using the principles of flat pattern drafting and pattern cutting. You will create sewn muslin samples of your created blocks.

FSH 274 Applied Textiles I
Explore textiles in both home furnishing and fashion. You will develop skills in silkscreen and heat transfer printing while learning about opportunities for a successful career in the textile industry.

LA 108 Composition for the Artist

Boost your foundational writing skills for success in your coursework and future profession. You'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

FSH 221 Fashion Design Communication
Learn to represent your creative design ideas as specification drawings (flats) and as fully colored illustrations. Develop the design skills to analyze current design trends and learn to render fabric and color accurately.

FSH 230 Construction/Draping/Flat Pattern II
Advance your pattern cutting techniques and develop your construction skills. In this intermediate course, you will construct a dress, a basic shirt, a shirt with design variations, and a high-waisted skirt. We will emphasize industry standards for pattern making and construction techniques appropriate for industrial sewing equipment.

FSH 102 Drawing for Fashion II
Expand your design communication skills by using a variety of drawing media. You will focus on effective design communication through line quality, color accuracy, and rendering of pattern, texture, and drape. You will further develop your ability to draw fashion figures.

FSH 187 Introduction to Knitwear
Learn how to design and create knit fabrics. You will practice surface design methods such as felting, brushing, and basic macrame. Compose knit materials using hand-knit and crochet techniques and a mix of yarn types.

FSH 262 Fashion Designer Ready-to-Wear
You will develop your drawing, design, and presentation skills to reflect your unique perspective while understanding price points and differences in domestic and international markets.

FSH 465 Navigating Fashion Careers
Perfect your design portfolio to a standard of excellence expected in the industry.

Liberal Arts-33 Units

LA 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 244 History of Fashion
Focus on key moments in fashion history across time and culture as reference points for current fashion and design. You will explore modes of dress and ideals of beauty by highlighting the sources of influence on current fashion. (This course is cross-listed with FSH 244.)

LA 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

LA 202 English Composition: Creative Persuasion and Argument
Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 291 Designing Careers
Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 110 Writing the Short Story
Become a creative storyteller. You'll apply the elements of the narrative genre to write a short story with dialogue, character development, plot, and setting.

LA 233 Popular Topics in Health, Nutrition, and Physiology
Emerson said the first wealth is health. Gain the scientific background required to interpret health claims and make informed personal decisions. You'll study genetically engineered food, nutritional supplements, drugs, addiction, stem cell research, and environmental health.

AHS 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century.

LA 292 Programming and Culture
Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

LA 154 Great Performances: Legendary Actors of the Silver Screen

Major-33 Units

FSH 266 Digital Design for Fashion
Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards. (This course is cross-listed with FSH 609.)

FSH 344 Fabric and Form
Drape fabric on the mannequin to create design possibilities. You will learn experimental fabric manipulation techniques to transform geometric planes of fabric into garment design for the body. (This course is cross-listed with FSH 688.)

FSH 330 Construction/Draping/Flat Pattern III
Augment your pattern cutting and construction techniques to create original designs. You will learn to cut and construct tailored garments, work on draping projects, and practice the correct way to handle fashion fabrics.

FSH 334 Virtual Garment Development

FSH 135 Graphic Design in Fashion (Major Elective)

Expand your design abilities using graphics. You will learn to use graphics and graphic design to get more control over your garments and flexibility in your designs. You will learn how photography and digital imaging are used in fashion, clothing, and accessories.

FSH 331 Construction/Draping/Flat Pattern 4
You will combine key elements from an existing designer's runway look with your own two-dimensional designs to create customized patterns. Plus, you will construct, fit, and correct garments to industry standards using new construction and finishing techniques.

FSH 340 Fashion Industry-Based Design Competitions
You will analyze your individual strengths and philosophy as a designer and gain the technical skills to showcase your point of view.

FSH 456 Fashion Industry Preparation
Fine tune your graphic design skills to establish a web portfolio, develop collateral, and otherwise bring your portfolio to a professional fashion industry level. You will also learn to develop line sheets and tech packs for your collections.

FSH 337 Construction/Draping/Flat Pattern 5
Create a pre-collection. You will learn the principles of manual grading, work with a life fit model, learn work production patterns for industry, and increase new construction and finishing techniques.

FSH 430 Fashion Design Studio: Senior Thesis
Solidify your personal design philosophy as you develop your thesis project. You will learn how continuity of style within design, presentation skills, and trend analysis will help target specific market segments.

FSH 400 Construction/Draping/Flat Pattern: Senior Thesis
Enter the designer workroom to develop a collection of designer clothing from sportswear to eveningwear.

Elective-3 units
FSH 400: Construction/Draping/Flat Pattern: Senior Thesis
LA ###: Any LA course

4) Bachelor of Fine Arts in Graphic Design

The Bachelor of Fine Arts in Graphic Design is a professional program providing directed studies and is designed for students seeking in-depth preparation for specialized educational and career goals.
The curriculum explores the many aspects of graphic design, including the physical, cognitive, social, and cultural human factors. It will also explore theories, principles, and practice in relation to typography, illustration, computer graphics, Web design, motion graphics, history of graphic design, and creative critical visual thinking skills that are applicable to professional practice and to meet entrance requirements to graduate school.

Degree Requirements

▪ Successfully complete *120 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Core Courses**
* Complete 42 quarter units of **Liberal Arts Courses**
* Complete 42 quarter units of **Major Courses**
* Complete 6 quarter units of **Elective Courses**

Time Limit

Master of Fine Arts in Fashion Design program must be completed within **_4 years_** from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Core Course-30 Units

GR 101 Introduction to Design Thinking

Unlock your creative potential by harnessing the power of the creative process. You will generate ideas to solve physical and conceptual design problems. Learn from faculty across different disciplines and engage with your peers to create innovative solutions through collaborations.

GR 102 Design Technology: Digital Publishing Tools

Gain familiarity with the technical tools of the trade. You'll study the theory and function of industry-standard computer hardware and software and learn the digital design principles professionals use to produce visual communications and digital products.

GR 150 Introduction to Visual Communication

Successful visual communication unites many diverse creative professions. You'll gain hands-on interdisciplinary ideation and creative problem-solving experience by working on projects that emphasize collaboration and audience engagement.

GR 122 Typography 1: Hierarchy and Form

Typography gives language a physical form. Part science and part art - good typography is a skill unique to graphic design and makes your ideas come to life. You'll learn to solve typographic design problems by focusing on letterforms, proportion, hierarchy, legibility, structure, aesthetics, and more.

GR 221 Graphic Design 1: Visual Communication

Great graphic designers are creative problem solvers with passion and perseverance. Through research and experimentation, you'll learn to attack myriad problems from multiple angles, and gain the skills to develop solutions for a variety of audiences.

IXD 105 Design Technology: Visual Design Tools

Take a deep dive into the skills behind industry-standard design and production: vector graphics and typography, color manipulation, finding workflow techniques, presentation and output methods, and more.

PH 103 Digital Photography for Artists

Designed for the non-photo major, students receive an introduction to digital photography and camera operations. An inspired approach to lighting, composition, color and design will be studied. Photographing flat art, three-dimensional objects and optimizing photos for a digital workflow will be covered.

GR 310 Typography II Formalizing Structure

Transform text into visually engaging communications for both print and screen experiences. Building on Typography 1, you'll focus on building more complicated typographic compositions through an understanding of page and paragraph aesthetics, legibility across various media, typographic expression, and integration of visual imagery.

COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content

Brevity is always a creative option. Simple, clear, and concise, you'll work through the reductive writing process to create a powerful story, voice, and style with fewer words.

GR 321 Package Design 1: 3D Thinking/Making

Apply your design skills to three-dimensional packages. You'll build a solid foundation of the process and materials necessary to develop packages and prototype templates that account for three dimensions, material properties, and structural considerations.

Liberal Arts-42 Units

LA 101 Freshman Symposium: Artistic Resilience

Practice evidence-based strategies for building artistic resilience and achieving academic success using critical reading, writing, and research skills. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your academic journey!

LA 108 Composition for the Artist

Boost your foundational writing skills for success in your coursework and future profession. You'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 133 Short Form Writing

Brevity is always a creative option. Simple, clear, and concise, you'll work through the reductive writing process to create a powerful story, voice, and style with fewer words.

LA 242 History of Graphic Design

Know your history. You'll examine the pivotal events, technical innovations, significant movements, and creative thinkers that shaped the past and informed the current state of visual communication. You will also build a vocabulary for design that will be critical to your success in studio classes. (This course is cross-listed with GR 242.)

LA 120 Art History Through the 15th Century

Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 202 English Composition: Creative Persuasion and Argument

Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 291 Designing Careers

Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project

proposal and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 125 The Creative Process
Artists and designers are creative problem solvers. Explore the art and science of creativity. You'll analyze your own creative process to find strengths and develop solutions-based skills that will help you realize your creative potential. (This course is cross-listed with ADV 125.)

LA 124 Physics for Artists: Light, Sound, and Motion
As someone interested in photography, animation, VFX, game design, and music production, you'll develop a conceptual and quantitative understanding of the fundamental physical properties of light, sound, and motion.

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

LA 292 Programming and Culture
Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

LA 117 Survey of Landscape Architecture
Today's landscape architect is a dynamic, passionate professional. You'll gain a brief history of the profession and focus on the challenges, opportunities and responsibilities of landscape architecture in the 21st century. (This course is cross-listed with LAN 117.)

LA 306 Creatively Speaking: Presentation for Designers
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit," you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your Student Services advisor. They can direct you to the Internship Application Form and inform you of deadlines.

Major-42 Units

IXD 120 User Experience I
User-centered design is where it all starts. It's a process consisting of research, personas, user journeys, use cases, wire-framing, and more. You'll start with defining and empathizing with the user, then use design techniques to create visually appealing prototypes.

GR 324 Branding Principles
A brand is the gut feeling you have about a company, product, or service. Most brands are defined by their visual properties, which makes this valuable business asset heavily dependent upon designers. You'll explore the principles of branding and identity design by creating brand expressions for new products, services, environments, and experiences.

GR 327 Graphic Design II: Integrating Principles
Recognize the power of design. You'll gain more conceptual expertise and a stronger command of typography and visual language. Combined with solid craftsmanship skills, you will begin to produce projects that comprise a professional body of work.

GR 330 Typography III: Complex Hierarchy
Building on the skills learned in Typography 1 and 2, you will begin to construct larger systems of typography in the form of linear narrative structures, non-linear interactive formats, and coordinated typographic expressions. You will learn to develop typographic communications and technical solutions for more diverse and sophisticated platforms.

IXD 249 Web Design I
HTML and CSS are the backbone of the web. As you develop your coding skills, you'll learn strategies in site architecture, navigation, file management, and more to create highly intuitive websites.

GR 322 Package Design II: Executing 3D Design
Package design is the part of a brand that you actually touch. Building upon Package Design 1, you'll make more effective use of your design skills to align branding concepts to more complex three-dimensional design formats.

GR 350 Visual Systems I
Expand your design skills into complex business, cultural, and sociological systems. Your formal design abilities, conceptual fluency, and technical know-how will enable you to construct meaningful imagery and resonant experiences that can be extended into broader patterns of reader and user engagement.

GR 360 Graphic Design III: Nature of Interaction
In today's world, brands are defined by the experiences that they provide. The proliferation of mobile devices means that many of these experiences are delivered as digital products. Through careful research, persona development, and design strategies, you'll create the mobile design experiences around which much of Silicon Valley revolves.

GR 365 Strategies for Branding
Brands are the means by which organizations differentiate themselves. Building on skills learned in Branding Principles, you will find new ways to bring brands to life, extend brands into new territory, and make brands more interesting, engaging, and relevant.

GR 425 Visual Systems II
Designers who can develop meaningful and engaging design solutions for complex communication problems are in high demand. You'll use your mastery of type, composition, and image construction to create portfolio-ready pieces that integrate a wide variety of media into a cohesive whole.

IXD 205 Motion Graphics I
Whether it's movie titles, commercials, teaser videos, or sports scores, you're constantly experiencing motion graphics. You'll learn basic 2D animation—of type, symbols, shapes, and color—that opens the door to mastery of industry-leading motion software.

ADV 402 The Art of Influencers- Major Elective
Become a brand influencer! From creating a logo and creative platform, to shooting videos for social media, this class will cover what it means to become a brand and a leading influencer. Use design, video,

and writing tools to help establish your brand presence for prospective employers or entrepreneurial endeavors. (This course is cross-listed with ADV 702.)

GR 460 Senior Portfolio- Final Portfolio
The portfolio is the final step in your Graphic Design BFA program. You'll develop a comprehensive print and digital visual system that shows off your design skills and a robust social media presence to effectively promote your strengths to the world.

Elective Course (6 Units)
GR 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

GR 500: Internship in Graphic Design
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit," you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your Student Services advisor. They can direct you to the Internship Application Form and inform you of deadlines.

5) Bachelor of Fine Arts in Interaction &UI/UX Design

The BFA in Interaction &UI/UX Design program provides students with a comprehensive education in the principles of modern web design and new media. Taught by a faculty that works in the creative industry, our students are provided a unique opportunity to learn from teachers immersed in the field. The curriculum focuses on visual design, user experience, design strategies, web design, and motion graphics.

Degree Requirements

▪ Successfully complete *120 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Core Courses**
* Complete 42 quarter units of **Liberal Arts Courses**
* Complete 36 quarter units of **Major Courses**
* Complete 12 quarter units of **Elective Courses**

Time Limit
Master of Fine Arts in Fashion Design program must be completed within *__4 years__* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description

Core Course-30 Units

FND 149 Introduction to Design Thinking
Unlock your creative potential by harnessing the power of the creative process. You will generate ideas to solve physical and conceptual design problems. Learn from faculty across different disciplines and engage with your peers to create innovative solutions through collaborations.

GR 102 Design Technology: Digital Publishing Tools
Gain familiarity with the technical tools of the trade. You'll study the theory and function of industry-standard computer hardware and software and learn the digital design principles professionals use to produce visual communications and digital products.

GR 150 Introduction to Visual Communication
Successful visual communication unites many diverse creative professions. You'll gain hands-on interdisciplinary ideation and creative problem-solving experience by working on projects that emphasize collaboration and audience engagement.

LA 101 Freshman Symposium: Artistic Resilience
Practice evidence-based strategies for building artistic resilience and achieving academic success using critical reading, writing, and research skills. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your academic journey!

IXD 105 Design Technology: Visual Design Tools
Take a deep dive into the skills behind industry-standard design and production: vector graphics and typography, color manipulation, finding workflow techniques, presentation and output methods, and more.

IXD 120 User Experience I
User-centered design is where it all starts. It's a process consisting of research, personas, user journeys, use cases, wire-framing, and more. You'll start with defining and empathizing with the user, then use design techniques to create visually appealing prototypes.

PH 103 Digital Photography for Artists
Designed for the non-photo major, students receive an introduction to digital photography and camera operations. An inspired approach to lighting, composition, color and design will be studied. Photographing flat art, three-dimensional objects and optimizing photos for a digital workflow will be covered.

COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
Editing can be a persuasive storytelling tool. Using your own original footage, you'll gain basic editing skills—including importing, exporting, audio mixing, and color correction-to increase the emotional impact and user engagement of your videos.

IXD 210 Visual Design I
Get the skills to design beautiful, intuitive interactive interfaces and publications. Using great visual design principles, you'll learn how to compose compelling screen layouts, brand identities, evocative typographic treatments, and interactive prototypes with the industry's leading design tools.

IXD 249 Web Design I
HTML and CSS are the backbone of the web. As you develop your coding skills, you'll learn strategies in site architecture, navigation, file management, and more to create highly intuitive websites.

Liberal Arts-42 Units

LA 108 Composition for the Artist
Boost your foundational writing skills for success in your coursework and future profession. You'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 124 Physics for Artists: Light, Sound, and Motion
As someone interested in photography, animation, VFX, game design, and music production, you'll develop a conceptual and quantitative understanding of the fundamental physical properties of light, sound, and motion.

LA 127 Topics in World Art
This course explores the art of non-European countries, emphasizing how and what art communicates about the culture from which it is produced. The cross-cultural approach will focus on the art of the following regions: Asia, Africa, Polynesia and Pre-Columbian America.

LA 131 History of Gaming
Understanding game history helps modern developers make good design choices. You will study ancient board games, modern consoles, upcoming technologies, and a broad overview of the companies that have defined the video game industry. (This course is cross-listed with GAM 131.)

LA 133 Short Form Writing
Brevity is always a creative option. Simple, clear, and concise, you'll work through the reductive writing process to create a powerful story, voice, and style with fewer words.

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

LA 197 History of Comics: International and Alternative Comics
Go beyond superheroes. You'll take a deep dive into the history of comics and graphic novels from the UK, Spain, France, Russia, and more. You'll also analyze manga, manhwa, bande dessinée, and underground and alternative comics for style and content.

LA 202 English Composition: Creative Persuasion and Argument
Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 242 History of Graphic Design

Know your history. You'll examine the pivotal events, technical innovations, significant movements, and creative thinkers that shaped the past and informed the current state of visual communication. You will also build a vocabulary for design that will be critical to your success in studio classes. (This course is cross-listed with GR 242.)

LA 291 Designing Careers
Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal and conduct industry research for seeking out entrepreneurial and employee-based career opportunities

LA 292 Programming and Culture
Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

IXD 205: Motion Graphics 1
Whether it's movie titles, commercials, teaser videos, or sports scores, you're constantly experiencing motion graphics. You'll learn basic 2D animation—of type, symbols, shapes, and color—that opens the door to mastery of industry-leading motion software.

Major-36 Units

ADV 125 The Creative Process
Artists and designers are creative problem solvers. Explore the art and science of creativity. You'll analyze your own creative process to find strengths and develop solutions-based skills that will help you realize your creative potential. (Ths course is cross-listed with LA 125.)

ADV 215 Short Copy for Campaigns
Get the copywriting skills to craft concept-driven advertising. Learn what it takes to ensure headlines, body copy, taglines, and visuals come together cohesively to make your ad campaigns sing.

ADV 402 The Art of Influencers
Become a brand influencer! From creating a logo and creative platform, to shooting videos for social media, this class will cover what it means to become a brand and a leading influencer. Use design, video, and writing tools to help establish your brand presence for prospective employers or entrepreneurial endeavors. (This course is cross-listed with ADV 702.)

GR 122 Typography I: Hierarchy and Form
Typography gives language a physical form. Part science and part art - good typography is a skill unique to graphic design and makes your ideas come to life. You'll learn to solve typographic design problems by focusing on letterforms, proportion, hierarchy, legibility, structure, aesthetics, and more.

IXD 250 Web Design II
With a focus on functionality, mobility, and scalability, you'll learn more HTML, CSS, and JavaScript to create web experiences optimized for devices from mobile to desktop. You'll also use web standards and design fundamentals to produce web-based apps.

IXD 282 Midpoint Portfolio

Your portfolio is everything. You'll take the first step into creating and presenting your own portfolio website and personal branding system. You'll revisit, redo, update, revise, and add to past work to create a portfolio that reflects the skills you've gained. (This course is cross-listed with ADV 341.)

IXD 290 User Experience II
User experience is the heart of everything we do as designers in tech. You'll follow the information architecture process to make a product that is usable, intuitive, and a delightful solution for the user.

IXD 305 Motion Graphics II
Enter the world of advanced motion graphics. Using industry-standard software, you'll design and produce compelling time-based motion experiences for broadcast, web, and mobile platforms.

IXD 310 Visual Design II
Combine innovative technologies with the power of traditional design techniques to communicate meaningful concepts to an audience. You'll learn to use visual structures like type, imagery, graphics, interface design, brand identity, and interactive product design.

IXD 380 Senior Project
This is the culminative assignment of your college career: a semester-long exploration of the design work you're most passionate about doing. Using your concepts, you'll create production schedules, storyboards, user research, design iterations, prototypes, and marketing to show a final design that is the capstone of your portfolio.

IXD 498AUI Collaborative Project: Automotive UI
You will collaborate with Industrial Design students to explore high-level concepts and challenges of emerging areas of UI/UX in the automotive industry. Creative problem-solving, automotive interior design, and user interfaces will be emphasized. Lectures and demos will cover design principles and professional practices. (This course is cross-listed with WNM 695AUI.)

IXD 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

Elective-12 Units

N/A: Any Course
IND 494 Corporate Sponsored Project
Propose design solutions for a project with a corporate sponsor. You will gain valuable feedback and critique from an industry partner as you apply your professional-level design and technology skills. Industry partners, fees, and prerequisites change each semester depending on topic.

IXD 482 Portfolio 2-Final Portfolio
Perfect your professional portfolio. You'll fine tune completed projects, create identity elements and leave-behinds, and hone your presentation and interview skills.

N/A: Any Course
Any Course

6) Bachelor of Fine Arts in Product Design

The Product Design BFA program cultivates the technical and critical skills you need to design products that enhance human abilities and relationships. You address contemporary realities including sustainability and technological change while exploring materials, fabrication, aesthetics, and social engagement in both local and global contexts. Through your course of study, you develop broadly applicable studio and critical thinking skills, including research, graphic representation, modeling and prototyping, and professional presentation.

Grading Requirement
Art majors and minors receiving a grade below a "C" in a required course must repeat the course.

Degree Requirements

▪ Successfully complete *98 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 12 quarter units of **Basic Studies**
* Complete 3 quarter units of **Baccalaureate-Level Writing**
* Complete 12 quarter units of **Art History**
* Complete 37 quarter units of **Product Design Sequence**
* Complete 12 quarter units of **Art Studio Electives**
* Complete 7 quarter units of **Supporting Engineering**
* Complete 15 quarter units of **Entrepreneurial Studies**

Time Limit
Master of Fine Arts in Fashion Design program must be completed within *4 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Basic Studies Requirement-12 Units
ART 1040 Object Drawing
This course focuses on drawing as a vehicle for thinking, seeing and communicating. Work includes drawing from direct observation. Students learn to analyze drawings and improve compositional skills, drawing techniques and methods. The properties of line, value, texture, shape and space are dealt with as elemental to the drawing process. An ability to render and draw expressively, in a variety of materials, is stressed.

ART 1050 Drawing Studio
This course focuses on the drawing experience as a vehicle for art-making, as a process and to convey ideas. Different types of image-making processes are studied, along with their potentials for meaning. Students learn to invent from observation and imagination, and to assemble disparate information in various types of space. There is also an introduction to historical and contemporary drawing practice from many traditions.

ART 1070 Form and Surface

This course places emphasis on the development of creative thinking as a vehicle to achieve both communication of content and visual expression. A focus is placed on two-dimensional problem solving, conceptualization and implementation through exposure to a variety of materials, processes, and methodologies.

ART 1080 Form and Space
This course places emphasis on the development of creative thinking as a vehicle to achieve both communication of content and visual expression. A focus is placed on three-dimensional problem solving, conceptualization and implementation through exposure to a variety of materials, processes and methodologies.

Baccalaureate-Level Writing Requirement-3 Units

ART 3250 Writing About Art
Development of the ability to think, verbalize, and write about art and design. Instruction will address technical issues of writing (syntax, compositional structure, editing format, etc.) and critical evaluation of artistic issues (analysis of the visual experience, research and development of a thesis). Each student will write a series of essays which will form the basis for class discussions. This course is approved as a writing-intensive course which fulfills the baccalaureate-level writing requirement of the student's curriculum.
Prerequisites & Corequisites: Prerequisite: Junior standing.

Art History Requirement-12 Units

ART 2200 History of Art
An historical survey of art from prehistoric ages to the Renaissance.

ART 2210 History of Art
An historical survey of art from the Renaissance through the contemporary period.

ART 2220 Art of Africa, Oceania, and the Americas
A survey of the diversity of media forms and context within which Africans, Pacific Islanders and Native Americans make and use art, including contemporary expressions. Art will be discussed in relation to wider cultural contexts, historical and political ideas, and aesthetic approaches.

ART 2230 Introduction to Asian Art History
This course will investigate the history of Asian art from the prehistoric to the modern periods, including arts of the cultures of China, Japan, Korea, East Asia and India. Art will be discussed in relation to wider cultural contexts, historical and political ideas, and aesthetic approaches.

Product Design Sequence-37 Units

ART 1600 Design Seminar(4Units)
This course provides an overview of the product development process. It focuses on the design process (which includes, but is not limited to: process definition, research, analysis, ideation, articulation, development, feedback, iteration, testing, and production). Lectures will explore current trends and issues in the field. Students will learn about the history of product design, design concepts, and methodology through discussions. In addition, the course will investigate the movements in the history of product design and the development of materials. production, technologies, consumption and other social and cultural concerns that impact the field. Historical and contemporary case studies will be examined and analyzed.
Prerequisites & Corequisites: Prerequisites: ART 1040, ART 1080, and either (ART 2200 or ART 2210 or ART 2220 or ART 2230.) A grade of "C" or better is required in all prerequisites.

ART 1610 Drawing for Design
Drawing for Design provides the transitional training from general drawing skills taught in foundation studio art courses to industry-specific methods of visual communication relevant to a career in product design. Students will develop specialized skills for design-based drawing that will help them communicate appearance, function, material and style.
Prerequisites & Corequisites: Prerequisites: ART 1040 and ART 1050, with a grade of "C" or better in all prerequisites.

ART 1650 Product Design I
This course provides an overview of the innovative product development process and focuses on problem definition, articulation, and resolution. The course will investigate the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field. Students will learn about design concepts and methodology through lectures, discussions, and problem-solving assignments. Historical and contemporary case studies will be examined and analyzed.
Prerequisites & Corequisites: Prerequisites: ART 1040, and ART 1080, and either (ART 2200 or ART 2210 or ART 2220 or ART 2230). A grade of "C" or better is required in all prerequistes.
Corequisite: ART 1600

ART 2650 Product Design II
This course focuses on developing a better understanding of design processes through making and learning specific fabrication materials and methods. Students gain experience in giving form to objects and products. Prototyping techniques and digital design tools will be explored. In addition, the course will investigate the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field.
Prerequisites & Corequisites: Prerequisites: ART 1610 and ART 1650; with a grade of "C" or better in all prerequisites.
Corequisite: ART 1600

ART 2660 Materials and Processes
Materials and Processes introduces students to a broad sampling of materials and methods available for industrial manufacturing. Through an understanding of both fundamental and innovative materials, students will develop a rich palette from which to develop industry-leading products. Through a combination of studio coursework in state of the art labs and trips to the region's many top manufacturing companies, students will develop a comprehensive understanding of the progression from final prototype to the production of market-ready goods, systems and services. Additionally, through a series of product simulations, historical case studies, and critiques from working professionals, students will be trained to consider relevant concerns that may affect the manufacturing process, such as sustainability, ethical sourcing, and best practices for developing robust systems that can succeed in a global business environment.
Prerequisites & Corequisites: Prerequisites: ART 1040 and ART 1050 and ART 1070 and ART 1080 and ART 1650; with a grade of "C" or better in all prerequisites.

ART 3620 Product Design III
This course prepares students to apply and connect previously acquired skills and research methods in response to design problems, production constraints, and techniques. The course will also focus on an understanding of how design relates to people and the growing importance of social and environmental responsibilities within the field of product design. In addition, the course will also investigate the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field.

Prerequisites & Corequisites: Prerequisites: ART 2650 with a grade of "C" or better.
Corequisite: ART 1600

ART 3680 Special Topics in Design

Any of the following topics could be offered: furniture design, medical equipment design, transportation design, experience design, interaction design, graphic design, and the design of consumer appliances, tools, computer devices, or any additional topic of interest.
Prerequisites & Corequisites: Prerequisites: ART 2650 and ART 2660, with a minimum grade of "C" or better in all prerequisites; or faculty approval for non-majors.

ART 4640 Design Internship

Design internship provides students with work experience and exposure to professional practice through an internship in a professional setting. The Internship can be taken in the summer between the second and third and/or the third and fourth years of the Product Design program.
Prerequisites & Corequisites: Prerequisites: ART 1600, ART 1610, ART 1650, ART 2650 and ART 2660; with a grade of "C" or better in all prerequisites.

ART 4650 Product Design IV

This course focuses on design thinking and interdisciplinary product design development. A research and systems-based approach will be utilized to develop design concepts and ideas. Students will explore various design methodologies and investigate how human factors, aesthetics, and product semantics affect a product's success. Human centered design approach will be explored. In addition, the course will investigate the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field.
Prerequisites & Corequisites: Prerequisite: ART 3620 with a grade of "C" or better.

ART 4670 Thesis Project

This is a capstone course for the student's education in Product Design. Students will be required to present a suite of visualizations, prototypes and research that comprehensively describe an original product or system for use. The students' thesis projects include descriptions and documentation of their trajectory from the identification of a problem or market opportunity, to the unveiling and early testing/use of their projects.
Prerequisites & Corequisites: Prerequisite: ART 4650 with a grade of "C" or better.

ART 4980 Product Design V

This course is designed for senior Product Design students who will be entering the profession upon graduation. Students will have the opportunity to engage in a variety of design activities including conceptual development, research, material/technical exploration, and visual experimentation. The course will investigate the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field. In addition, students will collaboratively work together to explore spatial environment as a medium to create and install a graduation exhibition. Attention will also be given to the development of a design portfolio and a variety of self-promotional materials in anticipation of a job search.
Prerequisites & Corequisites: Prerequisite: ART 4650, with a grade of "C" or better.
Corequisite: ART 1600

IEE 3420 Ergonomics and Design

An introduction to ergonomics affording students the necessary knowledge essential for the psychological and anthropometrical development leading to good design. Emphasis is placed on health and safety. A design project is required.

Art Studio Electives-12 Units

Art Elective course in sculpture, metals/jewelry, or ceramics
Art Elective course in sculpture, metals/jewelry, or ceramics
Art Elective course in any art discipline
Art Elective course in any art discipline

Supporting Engineering Requirement-7 Units

EDMM 1420 Engineering Graphics
Essentials of engineering graphics including technical sketching, CAD applications, applied geometry, orthographic projection, section, dimensioning, tolerancing, threads and fasteners, weldments, detail and assembly drawing, charting and basic elements of descriptive geometry. All work is according to current ANSI drafting standards. Previous technical drawing is recommended.

EDMM 1500 Introduction to Manufacturing
Analysis and application of a broad range of modern manufacturing techniques utilized in industry. Exploration of production methods as influenced by historical impact, materials, processes, productivity, ethics, and social/environmental concerns. The global challenges to product design, performance, quality, and economic considerations will be investigated.

EDMM 1501 Processes and Materials in Manufacturing Laboratory-1 Unit
The purpose of this laboratory course is to use introductory processes and materials found in manufacturing. Major topics include manufacturing principles and organization, principle processes used to make metal, plastic and ceramic parts, design considerations for computer integrated manufacturing, simultaneous engineering.
Prerequisites & Corequisites: Prerequisite: EDMM 1500 (may be taken concurrently).

Entrepreneurial Studies Requirement-15 Units

Entrepreneurial Elective

Entrepreneurial Elective

MGMT 2140 Exploring Entrepreneurship
This course is an introduction to the exploration of entrepreneurs and entrepreneurship. It is specifically targeted to both the non-business student and the business student. It is intended for students who are interested in or presently involved in entrepreneurial activities in diversified pursuits including but not limited to engineering, sustainability, technology, and natural science along with the students who have a traditional business focus.

FIN 2420 Entrepreneurial Finance
This course provides an understanding of the financial decision-making process facing entrepreneurs in small business firms. The course is conducted on a lecture-case discussion basis. Among the topical areas covered are the following: Financial sources available, working capital management, capital budgeting, assessment of risk and valuation techniques. These and other areas are treated from the viewpoint of the entrepreneur in a small business setting.

IEE 3010 Entrepreneurial Engineering II: Product and Service Design
Through research, analysis, drawing and prototyping, students will understand human needs that lead to the conceptualization and design of future products, environments, systems, and services. Students are

taught to use design processes to resolve constraints arising from technical, human, aesthetic, and business concerns. The course places emphasis on conceptual thinking, creativity, and risk-taking. Prerequisites & Corequisites: Prerequisite: Junior or senior standing, or instructor approval required.

7)Bachelor of Fine Arts in industrial Design

The School of Industrial Design's BFA program gives students the freedom to pursue their personal design visions within a structured and supportive academic environment. Led by a faculty of industry veterans, students are taught to approach their work with equal regard for aesthetic, business, and societal considerations. Industrial design programs provide a solid foundation in general design, visual arts and art history as well as extensive hands-on experience to prepare graduates with the background and skills needed to confidently shape the world through design. With a focus on sustainable and social design as well as form development and functionality of the design concept, the program approaches design from a human-centered, environmentally conscious perspective.

Degree Requirements

▪ Successfully complete *132 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 36 quarter units of **Core Courses**
* Complete 45 quarter units of **Liberal Arts Courses**
* Complete 42 quarter units of **Major Courses**
* Complete 9 quarter units of **Elective Courses**

Time Limit
Master of Fine Arts in Fashion Design program must be completed within *4 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances

Course Description

Core Course-36 Units
FND 149 Introduction to Design Thinking
Unlock your creative potential by harnessing the power of the creative process. You will generate ideas to solve physical and conceptual design problems. Learn from faculty across different disciplines and engage with your peers to create innovative solutions through collaborations.

IND 111 Drawing Fundamentals for Design Communication
Build a solid foundation for visual communication by learning the linear perspective theory to accurately communicate your ideas through drawing! You will learn the theory through drafting exercises, develop freehand drawing skills, and produce quick digital sketches to accurately represent and communicate three-dimensional objects in two dimensions.

IND 138 Model Making I

The ability to communicate your design ideas in quick and accurate ways is a valuable skill. Through design and modeling projects, you will learn to make design models for industrial design evaluation.

FND 122 Color Fundamentals
Color is a powerful tool. Discover how color psychology, simultaneous contrast, proportion, desaturation, atmospheric depth, light temperature, composition, and harmony can greatly enhance imagery. You will utilize various color schemes to explore color harmony using digital media.

IND 123: Computer Drafting
Learn drafting and mechanical drawing techniques to represent three-dimensional objects. You'll practice product and mechanical drawing using drafting and dimensioning principles.

IND 151 Design Drawing I
Develop industrial design-quality drawing skills to visually communicate your ideas as three-dimensional forms. You'll improve the quality of your sketches and gain perspective skills by focusing on rendering, craftsmanship, accurate perspective, contrast, and composition.

IND 180 Development of Form
Further your language of form and bring your ideas to life using various model making skills. Practice generating photo realistic finishes.

IND 211 Design Drawing II
Practical freehand sketching abilities are a valuable asset. You'll apply line, light, shade, shadow, value and contrast to shapes found in manufactured products, and begin the use of color. (This course is cross-listed with IND 662.)

IND 223 Digital 3D Modeling I
Turn your 2D design sketches into digital 3D models. You'll use NURBS solid 3D modeling software, modelmaking tools, and techniques to create digital 3D models.

IND 251 Design Drawing III
Rapid freehand sketching techniques will improve your work. You'll quickly sketch free and geometric forms focusing on textures and material delineation. (This course is cross-listed with IND 712.)

IND 285 Graphics and Portfolio
Learn the basics of graphic design layout, portfolio organization, and the importance and art of storytelling in your portfolio. You will develop a portfolio for BFA Mid-Point Review/AA Final Review and layout that is applicable for internship applications while learning the basics of graphic design and layout.

IND 445 Industrial Design Portfolio
Learn how to prepare an Industrial Design portfolio for job application. You will be reevaluating your design projects generated in other courses and enhancing your design storytelling abilities. Your design pieces will be organized in a portfolio showcasing not just your design abilities but also various skill sets you possess.

Liberal Arts-45 Units
LA 101 Freshman Symposium: Artistic Resilience

Practice evidence-based strategies for building artistic resilience and achieving academic success using critical reading, writing, and research skills. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your academic journey!

LA 108 Composition for the Artist
Boost your foundational writing skills for success in your coursework and future profession. You'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 118 History of Industrial Design
It's important to know your design history. You'll examine the social ramifications of historical events, periods, and people that influenced contemporary design, from the Industrial Revolution to the birth of industrial design in the '30s and '40s to the industry today.

LA 291 Designing Careers
Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 202 English Composition: Creative Persuasion and Argument
Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 329 Materials and Processes
Develop your understanding of materials, the manufacturing process, and how both play a part in the design process. You'll investigate the major types of plastics and metal categories, their respective characteristics, and how they're used in various product manufacturing processes. (This course is cross-listed with IND 651 and IND 329.)

LA 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 110 Writing the Short Story
Become a creative storyteller. You'll apply the elements of the narrative genre to write a short story with dialogue, character development, plot, and setting.

LA 124 Physics for Artists: Light, Sound, and Motion
As someone interested in photography, animation, VFX, game design, and music production, you'll develop a conceptual and quantitative understanding of the fundamental physical properties of light, sound, and motion.

LA 137 History of Visual Development

To create the future of the profession, you must understand the past. You'll explore the impact specific designers and artists have had, and see how production techniques, costs, financing, and marketing have evolved over time. (This course is cross-listed with VIS 137.)

LA 146 Anatomy of Automobiles
Identify common automotive components and how they work together as a system. You'll satisfy a Quantitative Literacy requirement by learning to convert units (metric and imperial), convert temperature (Fahrenheit and Celsius), and calculate volume.

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

LA 129 History of Automotive Design
Automotive innovation and technological advancement are inseparable. Placing car design within a historical and cultural context, you'll learn how innovations like the assembly line influenced transportation design.

LA 292 Programming and Culture
Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

Major-42 Units

IND 240 Product Design: Ergonomics
There's a lot to consider when designing handheld consumer products. Ergonomics will be discussed in-depth and you will apply research, ideation, and problem-solving to develop your concepts. You will apply all skills learned to your final presentations, including developmental sketches, orthographic drawings, sketch models, and renderings.

IND 232 Footwear and Soft-Goods Modeling
Create digital models of shoes and bags and generate photo-realistic renderings. You will acquire skills to operate MODO, a high-end SubD modeling software while working on your projects creating athletic footwear and soft goods.

IND 263 Digital 3D Modeling 2
Dig into the 3D design and modeling world. You will develop digital models of your own designs and create presentation renderings using advanced-level NURBS surface modeling software with rendering capabilities.

IND 280 Product Design: Creative Process
Process is your friend. After conducting intensive market research to develop your concept, you'll put your project management, collaboration, business, and design skills to work to create your design. You will apply all skills learned to your final presentation, including developmental sketches, orthographic drawings, sketch models, sketch renderings, and hard models.

IND 311 Product Drawing
Refine your rapid visualization, perspective, and rendering skills of products in a highly professional digital process.

IND 323 Digital Solid Modeling

Learn fundamental solid modeling, advanced part assembly, and how to export data for CNC output. You'll generate orthographic drawings from 3D data created in class.

IND 330 Model Making 3

Leveraging the machining knowledge from IND 271, you'll further refine your modeling skills to create a functional prototype. You will combine appropriate hard modeling and electronic components to create a high-quality looks-like/works-like model.

IND 340 Design Competition

The challenge is to design a product that does not currently exist. You'll focus on invention, innovation, sustainability, and intensive research. You'll apply all skills learned to your final presentations, including developmental sketches, orthographic drawings, sketch models, sketch renderings, and either digital 3D models or hard models.

IND 363 Digital Imaging

Fine tune your work to make it portfolio-ready. You'll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process.

IND 380 Product Design: Sustainability

Design non-consumer products, like medical or industrial equipment. You'll conduct intensive business research and create sketch models and/or study models to present portfolio-quality hard models (full-scale or scaled) and/or digital models.

IND 232 Footwear and Soft-Goods Modeling

Create digital models of shoes and bags and generate photo-realistic renderings. You will acquire skills to operate MODO, a high-end SubD modeling software while working on your projects creating athletic footwear and soft goods.

IND 440 Product Design: Consumer Products

Design a portfolio-worthy product within specified manufacturing constraints. You'll apply all skills learned to achieve a studio-level presentation complete with renderings and a final full-size appearance model. Corporate sponsorship may apply.

IND 232 Footwear and Soft-Goods Modeling

Create digital models of shoes and bags and generate photo-realistic renderings. You will acquire skills to operate MODO, a high-end SubD modeling software while working on your projects creating athletic footwear and soft goods.

IND 480 Product Design: Enterprise

Propose a project based on your interests. You'll use the product design process to brand, position, and present a portfolio-quality project that features the complete design story. Corporate sponsorship may apply.

Elective Course-9 Units

IND 498: Collaborative Project

Cross-disciplinary projects mirror real-world projects and require a varied and sophisticated approach to problem-solving. Course fees and prerequisites vary by topic.

IND 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

N/A: Any Course

Graduate Program

1)Master of Fine Arts

The Master of Fine Arts program provides students a framework for advanced study in drawing and painting, printmaking, and sculpture. Students are focused on technical and conceptual development in figurative, abstract or landscape work. The School of Fine Art provides graduate students with studio space, exhibition galleries, and world class facilities.
The primary goals of our MFA program includes developing studio work that is groundbreaking for each student, building innovative research frameworks for art practices, and advancing conceptual and technical skills. Additionally, our MFA students are presented with opportunities to learn how to teach effectively and are encouraged to develop lasting professional connections within the city and region.

Degree Requirements
▪ Successfully complete *__57 quarter units__* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Major** Courses
* Complete 9 quarter units of **Graduate Liberal Arts** Courses
* Complete 3 quarter units of **Elective** Courses
* Complete 3 quarter units of **Internship**
* Complete 15 quarter units of **Directed Study**

Time Limit
Master of Fine Arts in Graphic Design program must be completed within *__3 years__* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Major Course-30 Units
FA 601 Drawing
Demonstrate your understanding of perspective, proportion, gesture, and foreshortening. You'll learn to depict objects, architecture, and figures using line, tone, and begin modeling.

FA 609 Painting
Know the painting process. Using various brushes, painting mediums, and surfaces, you'll create simple compositions that explore monochromatic and limited pallet color schemes, demonstrate value and value relationships, and inform painting approaches like realism and impressionism.

FA 630 Color Theory

Get an education in color. You'll enhance your capacity to make informed color choices in your artwork by studying scientific research (theory) and through a series of hands-on projects (practice) designed to help you personalize color.

FA 600 Figure Studio

Represent the human figure in pictorial space based on your observations and your study of the human form. You'll gain skills in proportional accuracy, foreshortening, and form and cast shadows to achieve convincing three-dimensional form of the figure.

FA 606 Still Life Painting

Develop your paint handling skills in value and color as you explore different organizational and compositional approaches to painting still life arrangements.

FA 626 Chiaroscuro

Apply classical drawing principles to render a 3D form. You'll dive deep into the five-value system of tonal rendering, composition, value pattern, variation of form, cast shadow edges, and light and shadow relationships.

FA 604 Figurative Painting

Fine tune your fine art figure painting skills. Learn the basics and expand your personal style by experimenting with composition, color theory, form, and structure.

FA 605 Landscape Painting

Refine your approach and response to natural and man-made environments. You'll paint landscapes from locations and photographic references in studio. (This course is cross-listed with FA 328.)

FA 655 MFA Thesis Preparation/MA Portfolio Review

As an MFA student, you'll refine your thesis concept and prepare works to include in your midpoint review. Once you finalize a thesis concept, you will write content and prepare work for individualized instruction and critique. As an MA student, you'll prepare for your final portfolio presentation by completing three focused works in a single genre of painting. You will also compose an artist statement, a letter to a gallery, and a professional cover letter supporting your work. MA Students will complete three works focused on a specific concept in a single genre of painting. Students will compose a written artist statement to support these works, a letter to a gallery to introduce their body of work, and a professional cover letter for presentation in job applications.

FA 604 Figurative Painting-eletive

Build characters from the outside in. You'll explore how physical behaviors can be used to create characters and focus on rhythm, appetite, status, psychological gesture, and object manipulation. Work with masks, mime, neutral mask, clown, commedia dell'arte, and contemporary archetypes to enhance your work.

Graduate Liberal Arts-9 Units
GLA 601 Classical Aesthetics and the Renaissance

Examine the ideas that helped shape the Renaissance. Considering the art and ideas of ancient Greece, Rome, and Medieval Europe as the foundation, you'll analyze the art of the Renaissance and its transition to the modern world.

GLA 603 Anthropology: Experiencing Culture

Develop your intercultural communication skills as a visual artist. You'll use anthropological methods to analyze cultural patterns within and across social groups, applying these principles to art, design, and marketing in contemporary society.

GLA 674 Professional Practices for Fine Artists

Prepare your art for the professional marketplace. You'll develop a portfolio package that includes a personal website, resume, artist statement, bio, and a collection of professional photographs of your work.

Elective-3 Units

ACT 640: Creating Physical Characters

Directed Studies-15 Units

FA 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FA 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FA 80 MS Group Directed Study: Landscape / Cityscape

Graduate students working on their individual Final Portfolio and/or Thesis Project receive instruction and critiques of their work. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their Final Portfolio and/or Thesis Project as peers. Please note that some Group Directed Study courses have a required course fee and course prerequisites may vary by topic.

FA 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FA 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit", you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your Student Services advisor who will direct you to the Internship Application Form and inform you of deadlines.

2)Master of Fine Arts in Graphic Design

The Master of Fine Arts Graphic Design program provides, sequenced studio approach to advanced design thinking and problem solving for visual communication, preparing students to thrive in a dynamic, creative professional environment.
With its focused thesis development process, the School of Graphic Design's MFA program emphasizes advanced study of the field and encourages students to extend their design skills into content creation, authorship, entrepreneurialism, and social innovation.

Degree Requirements

▪ Successfully complete *63 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 27 quarter units of **Major Courses**
* Complete 12 quarter units of **Graduate Liberal Arts Courses**
* Complete 6 quarter units of **Elective Courses**
* Complete 3 quarter units of **Final Portfolio**
* Complete 15 quarter units of **Directed Study**

Time Limit
Master of Fine Arts in Graphic Design program must be completed within *3 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Major Courses-27 Units
GR 616 Making Ideas Visible
Understand the conceptual foundations of design as a discipline. Through a variety of historical, social, and cultural contexts, you'll acquire the design thinking and visual development skills necessary to create unique design solutions that accomplish their intended goals.

GR 617 Type Forms
Learn typography at the atomic level. Through knowledge of letterforms, proportion, hierarchy, legibility, structure, and aesthetics, you'll learn to create typographic solutions to design problems.

IXD 600 Digital Graphics
Use the right tools to make the most of your designs. Get a foundation in industry-standard Adobe InDesign, Illustrator, and Photoshop and utilize them in immersive design projects.

GR 618 Visual Literacy
Become fluent in visual language. You'll master the universal design principles, communication theory techniques, and critical skills to create meaning and understanding from the complex information that surrounds us.

GR 619 Type Composition
Take a deeper dive into the theory and applications of typography. You'll increase your ability to communicate content and meaning of text using organization, hierarchy, layout, and grid-system skills.

GR 601 Type Systems
Building on the skills learned in Type Forms and Type Composition, you will learn to construct larger systems of typography through the development of linear narrative structures, non-linear interactive formats, and coordinated brand expressions. You will develop typographic communications and technical solutions for a wider array of mediums and platforms.

GR 620 Visual Thinking
Use design to put it all together and get things done. Through specific process development techniques, you'll use your design thinking and visual development abilities to create unique design solutions that accomplish their intended goals.

IXD 606 User Experience Design
To design an intuitive user interface, you must know your users and your medium. You'll learn the process: research, empathize with users, design from user requirements, and test your design. You'll also learn to evaluate the usability of interactive products.

GR 604 The Nature of Identity
Learn to create the identity and branding systems crucial to the success of businesses, organizations, products, goods, and services. Through careful strategy, development, and implementation of brand and identity assets, you'll create the visual assets critical to survive the contemporary business world.

Graduate Liberal Arts-12 Units

GLA 615 History of Graphic Design
You'll examine the pivotal events, innovations, movements, and creative thinkers that shaped contemporary design practice and the influenced the current state of graphic communication.

GLA 603 Anthropology: Experiencing Culture
Develop your intercultural communication skills as a visual artist. You'll use anthropological methods to analyze cultural patterns within and across social groups, applying these principles to art, design, and marketing in contemporary society.

GR 600 Visual Communications Lab
Declare a thesis topic for your graduate studies. To secure your place in the MFA program and the opportunity to further develop your ideas, you will identify, explore, and propose a suitable thesis topic as a midpoint proposal.

GLA 676 Professional Practices for Designers and Advertisers
As a graphic design, interaction and UI/UX design, or advertising student, you'll create a personal career plan that focuses on professional practices and common business issues shared by these three affiliated fields.

Elective-6 Units

N/A: Any Course
N/A: Any Course

Directed Studies-15 Units

GR 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis

Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

GR 810 Thesis I

Embark upon your graphic design thesis journey through conceptualization, research, and prototyping. You'll use questionnaires, interviews, and observations to chart the course your thesis problem and begin formulating solutions. (This course is cross-listed with GR 830 and GR 850.)

GR 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

GR 830 Thesis II – Exploration

Continue your graphic design thesis journey by means of exploration and implementation. Building on the assets created in Thesis 1, you'll finalize a visual system and complete half of your designated thesis materials. You'll conduct user testing to refine, focus, and validate your solutions. (This course is cross-listed with GR 810 and GR 850.)

GR 850 Thesis III – Refinement

The final step in your graphic design thesis project is refining everything for final delivery. You'll finish any remaining thesis materials, coordinate them with your final portfolio and online persona, and then create a final review presentation to secure approvals.(This course is cross-listed with GR 810 and GR 830.)

Final Portfolio-3 Units

GR 875 Design Seminar/Portfolio

The portfolio is the final step in your Graphic Design MFA program. You'll develop a comprehensive print and digital visual system that shows off your design skills and a robust social media presence to effectively promote your strengths to the world.

3)Master of Fine Arts in Fashion Design

The Master of Fine Arts in Fashion Design Program refine and focus your individual artistic vision with degree options in Design, Knitwear Design, Textile Design, Costume Design, Footwear & Accessory Design, Fashion Product Development, Fashion Merchandising & Management, and Fashion Marketing & Brand Management. Studio courses hone your knowledge of industry standards, combining design excellence with the mastery of the latest digital tools.

Degree Requirements

▪ Successfully complete *63 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Major Courses**
* Complete 9 quarter units of **Graduate Liberal Arts Courses**

* Complete 6 quarter units of **Elective Courses**
* Complete 18 quarter units of **Directed Study**

Time Limit

Master of Fine Arts in Fashion Design program must be completed within _**3 years**_ from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description

Major Courses-30 Units

FSH 600 Fashion Design I

You will study alongside students from different disciplines to explore various approaches to design and illustration.

FSH 601 3D Design I

Build a foundation in 3D design and garment development. You will be introduced to pattern shape manipulation and learn core principles of pattern drafting and garment construction to meet commercial fashion standards.

FSH 602 Fashion Design II

You will build up your core design knowledge, gain an increased awareness of market place relevance, and increase your technical abilities.

FSH 603 3D Design II

Master the art of tailoring. You will draft and construct tailored garments to meet industry standards using advanced pattern making, construction, and sewing techniques. Get professional instruction on handling fashion fabrics and using industrial sewing equipment.

FSH 604 Fashion Design III

Your knowledge of professional teamwork protocol will be helpful as you collaborate on a project for a target market. Plus, you will develop an individual collection to showcase your unique philosophy and design strengths.

FSH 605 3D Design III

Put your knowledge to work. Learn to make raglan-style garments and use your newfound skills to create a customized raglan trench coat. You will also work with your peers to produce a group collection using looks from your design class.

FSH 606 Fashion Design IV

You will consult with your tutors to select a project that will increase your knowledge in a specific area.

FSH 607 3D Design IV

Consult with your tutors and choose projects that prepare patterns for the Final Project.

FSH 609 Digital Design for Fashion

Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards. (This course is cross-listed with FSH 266.)

FSH 700 Professional Practices and Portfolio for Fashion

Explore and prepare for your career in fashion. You will develop professional personal branding, job search materials, digital and physical portfolios, and prepare for job interviews.

Graduate Liberal Arts-9 Units

GLA 613 Fashion, Arts, and Influence
Explore historical and global influences of the arts on fashion, design, and culture. You will examine artistic and commercial mechanisms that contribute to the fashion system as it intersects with ethics, the environment, and economic justice.

GLA 603 Anthropology: Experiencing Culture
Develop your intercultural communication skills as a visual artist. You'll use anthropological methods to analyze cultural patterns within and across social groups, applying these principles to art, design, and marketing in contemporary society.

N/A: Any GLA Course

Elective-6 Units

N/A: Any Course
N/A: Any Course

Directed Studies-18 Units

FSH 800 Directed Study I
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FSH 800 Directed Study II
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FSH 811 Thesis/Portfolio: Design
Make a plan to finish your thesis project and/or design portfolio in this self-directed course. You'll use skills obtained throughout the program to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 815 Thesis/Portfolio: 3D Design
Make a plan to finish your thesis project and/or 3D design portfolio in this self-directed course. You'll use skills obtained throughout the program to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 800 Directed Study III
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

4)Master of Fine Arts in Fashion Merchandising & Management

The Masters of Fine Art in Fashion Merchandising and Management program provides the in-depth knowledge and specialized skill set required for today's fashion merchandising and management environment. Graduates will be capable of performing the major functions necessary to run a successful operation including planning, managing, and selling fashion products.

Degree Requirements

▪ Successfully complete *63 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Major Courses**
* Complete 9 quarter units of **Graduate Liberal Arts Courses**
* Complete 6 quarter units of **Elective Courses**
* Complete 18 quarter units of **Directed Study**

Time Limit
Master of Fine Arts in Fashion Merchandising & Management program must be completed within *3 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Major Courses-30 Units
FSH 616 Fashion Business: Industry Dynamics
The business of fashion is complex. You will get a comprehensive look at how various components of fashion business—product development, sourcing, buying, marketing, and retailing—are intertwined to create a powerful industry.

FSH 643 Fashion Business: Digital Techniques
You will learn to work fluidly between graphic design software programs and create concept boards, branding, merchandising and production documents, and marketing collateral to communicate information effectively.

FSH 630 Fashion Business: Marketing Strategy
Marketing plays a critical role in any fashion organization. Learn how fashion companies successfully engage customers and competitors by establishing well-defined and strategic marketing approaches. You will gather, analyze, and synthesize research and data to create new opportunities in dynamic fast-changing markets.

FSH 631 Fashion Business: Merchandising Principles
Put your math skills to work. In the role of a buyer, you will create a successful retail business through seasonal financial planning, assortment planning, vendor negotiation, and inventory management.

FSH 634 Textiles & Raw Materials
Textile quality matters. Hands-on analysis of fabric swatches and raw materials will give you insights into which textiles work for specific target markets.

FSH 633 Fashion Business: Retail Management & Operations
Develop a competitive retail business strategy. You will study the global retail environment, analyzing consumer, competition, leadership, and management issues in today's contemporary fashion industry.

FSH 637 Fashion Business: Product Planning & Sourcing
Product-planning and sourcing strategies are key to success in global fashion. You will explore product categories, pricing strategies, and product-mix and assortment planning. You will evaluate sourcing and manufacturing opportunities to develop a product plan that reflect a company's overall strategy and target customers.

FSH 675: Fashion Business: Visual Merchandising: Image & Brand
Master the visual image for fashion branding. You will conceptualize and execute visual merchandising designs and visual displays for a commercial environment.

ADV 699 AI for Advertising-Major Elective
AI is changing the advertising landscape! This introduction to the creative development process includes an exploration of AI and how it can be used to develop and optimize your creative work. You will develop your creativity, learn how to collaborate effectively, and understand the importance of research in the advertising industry. (This course is cross-listed with ADV 499AI.)

FSH 700 Professional Practices and Portfolio for Fashion
Explore and prepare for your career in fashion. You will develop professional personal branding, job search materials, digital and physical portfolios, and prepare for job interviews.

Graduate Liberal Arts-9 Units
GLA 613 Fashion, Arts, and Influence
Explore historical and global influences of the arts on fashion, design, and culture. You will examine artistic and commercial mechanisms that contribute to the fashion system as it intersects with ethics, the environment, and economic justice.

GLA 603 Anthropology: Experiencing Culture
Develop your intercultural communication skills as a visual artist. You'll use anthropological methods to analyze cultural patterns within and across social groups, applying these principles to art, design, and marketing in contemporary society.
N/A: Any GLA Course

Elective-6 Units
FSH 657 Fashion Business: E-Commerce Strategy
Achieve online success. You will apply marketing, merchandising, and customer experience strategies to gain in-depth knowledge of how consumers and products connect in the world of e-commerce.

FSH 649 Fashion Business: Entrepreneurship & Strategic Brand Management
Build a contemporary fashion brand and change the game. You will develop a brand strategy based on in-depth research, best industry practices, trends, market analysis, and the entrepreneurial mindset necessary to succeed in today's business environments.

Directed Studies-18 Units
FSH 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic

FSH 850 Fashion Business: Thesis Market Research
For your final thesis projects, you will use various research methods to develop the framework for a business plan. Plus, learn to identify and refine industry, target market, and customer profiles.

FSH 853 Fashion Business: Thesis Visual Communications, Brand, & Image
Focus on the visual branding aspects of your individual final project. You'll refine your thesis through peer critique and instruction on merchandise display, layout and flow, materials, lighting, furnishing and fixtures, and all brand collateral: logo, signage, packaging, and other detail brand atmospherics.

FSH 855 Fashion Business: Thesis Marketing Strategy & Promotion Plan
You will use market research to develop a marketing strategy, budget, and plan.

FSH 858 Fashion Business: Thesis Financial Planning
Profitability and cash flow. You will take a deep dive into the financial aspects of your approved business plan to make improvements for your final thesis project.

FSH 859: Fashion Business: Thesis Wrap Up
Place the finishing touches on your thesis project. Prepare a professional presentation to share with the thesis committee.

5)Master of Fine Arts in Interaction & UI/UX Design

Master of Fine Arts in Interaction & UI/UX Design program provides advanced study for students pursuing a career in web design and new media.
The UI/UX Design Specialization brings a design-centric approach to user interface and user experience design, and offers practical, skill-based instruction centered around a visual communications perspective, rather than on one focused on marketing or programming alone. Studio courses develop creative and technical acumen, with attention to mastering user experience design, while advanced courses provide a focused learning environment for building final thesis projects. Students will graduate with a portfolio and comprehensive thesis project showcasing their talent.

Degree Requirements

▪ Successfully complete *63 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 30 quarter units of **Major Courses**
* Complete 9 quarter units of **Graduate Liberal Arts Courses**
* Complete 6 quarter units of **Elective Courses**
* Complete 18 quarter units of **Directed Study**

* Time Limit

Master of Fine Arts in Interaction & UX/UI Design program must be completed within _**3 years**_ from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description

Major Course-30 Units

IXD 600 Digital Graphics
Use the right tools to make the most of your designs. Get a foundation in industry-standard Adobe InDesign, Illustrator, and Photoshop and utilize them in immersive design projects.

IXD 601 Tech 1: Front-End
Learn the technology basics and vocabulary required for the industry. You'll also gain HTML, CSS, and JavaScript skills by creating stunning interactive web experiences.

IXD 606 User Experience Design
To design an intuitive user interface, you must know your users and your medium. You'll learn the process: research, empathize with users, design from user requirements, and test your design. You'll also learn to evaluate the usability of interactive products.

IXD 605 Visual Design and Typography I
Communicate with type. You'll briefly explore the history of type and gain the composition, grid, and aesthetic skills needed to create high-resolution, legible, and beautiful screen-based media.

IXD 608 Tech 2: Back-End
Students will be introduced to Responsive Design and Database Driven Website Application Development. User Interface, Interaction Design, and Project Management will be put into practice with a combination of Front-end and Back-end code. Languages include HTML, CSS, PHP, MySQL, and Javascript.

IXD 613 Motion Graphics and Video
Become a better storyteller using motion graphics and digital video. You'll learn how to sync music, sound, and video to develop compelling digital video. Learn contemporary trends and practices in motion graphics. You'll research, concept, storyboard, and design motion graphics using industry-standard tools.

IXD 610 Balancing Creativity and Profitability-Elective
Show that you have mastered the skills to steer the creative direction for an organization's web or mobile presence. You'll study what makes an organization's presence succeed or fail.

IXD 617 Advanced Tech: Mobile Web-Elective
Create a mobile web app. Using HTML, CSS, JavaScript, and frameworks, you'll design and develop responsive and mobile web applications and conduct user testing to produce a mobile web app for virtually any mobile device.

IXD 643 MFA Thesis Ideation and Preparation
Evaluate and define your MFA thesis project using the skills and tools you've gained to date. You'll fulfill your midpoint thesis requirements by creating a meaningful thesis project proposal to present at midpoint.

ADV 604 Copywriting-Elective

Get the copywriting skills to craft well-written, creatively focused advertising. Assignments are based on creative strategies written by you, the graduate student.

Graduate Liberal Arts-9Units

GLA 603 Anthropology: Experiencing Culture
Develop your intercultural communication skills as a visual artist. You'll use anthropological methods to analyze cultural patterns within and across social groups, applying these principles to art, design, and marketing in contemporary society.

GLA 615 History of Graphic Design
You'll examine the pivotal events, innovations, movements, and creative thinkers that shaped contemporary design practice and the influenced the current state of graphic communication.

GLA 676 Professional Practices for Designers and Advertisers
As a graphic design, interaction and UI/UX design, or advertising student, you'll create a personal career plan that focuses on professional practices and common business issues shared by these three affiliated fields.

Directed Studies-18 Units

IXD 700 Directed Study I
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

IXD 700 Directed Study II

IXD 700 Directed Study III

IXD 810 Fall Thesis Development
Learn and apply user experience concepts and processes to your thesis project. Working through all stages of your interactive thesis project with fellow graduate students, you'll solidify the research, target audience, personas, information architecture, wireframes, and more via an iterative workflow.

IXD 820 Spring Thesis Development
Develop the technical implementation for your thesis project. Through a guided exploration with your instructor, you will learn techniques in coding and technologies that will allow you to take your interactive prototypes to proof of concept.

IXD 830 Final Thesis Completion-Capstone
Fundamental design research and implementation are an essential part of the creative process. Using mood boards, experimenting with typography, composition, color, balance, layout, legibility, and more, you'll define the overall visual style of your thesis project.

Elective-6 Units

N/A: Any Course
N/A: Any Course

6) Master of Arts in Museum Studies

Gain a perspective on the theory and practice of museums in a changing technological, social, and political environment. Geared for current and future museum professionals, the dynamic courses prepare you for careers in a range of museums, including those focusing on history, technology, science, and specialized themes, along with historic sites, national parks, and zoos. You can also build skills for roles in exhibitions for corporations, government agencies, and private organizations. During the program, you will examine new models of education, exhibition, and business strategies while exploring how museums serve as agents of social change. The Master's in Museum Studies program is a fully 82 credits program designed to be completed in 3 years.

Degree Requirements

▪ Successfully complete *82 quarter units* of the following coursework with a minimum cumulative grade point average of 2.0 on a 4.0 scale:

* Complete 9 quarter units of **Basic Courses**
* Complete 64 quarter units of **Upper Courses**
* Complete 3 quarter units of **Directed Study**
* Complete 3 quarter units of **Internship**
* Complete 3 quarter units of **Master's Thesis**

Time Limit

Master of Fine Arts in Fashion Merchandising & Management program must be completed within *3 years* from the time the student commenced the first course, as a regular student, which applies to the degree requirements. This time limit may be extended due to special extenuating circumstances.

Course Description
Basic Courses-9 Units
MS 101 Introduction to the History and Development of Museums
Introduction to basic theory and organization of museums including the history of museum development, the role of museums in society, museums as places of preservation and education, and the relationship between museums and the communities they serve.

MS 201 Introduction to Museum Exhibits
Examination of basics of museum exhibits, including key elements of how exhibits are planned and developed, their purpose, how they are connected to public programming, and the role of visitors. Contains an exhibit viewing component.

MS 310 Introduction to Museum Education Methods and Community Engagement
Prerequisites: Restricted to upper-division standing; M S 101 and M S 201 with grades of C or better. Introduction to the important role museums play in society including preservation and education. Main content themes include the history of the paradigm shift from collecting institutions to public educational institutions; public programs serving diverse audiences; object-based learning; museum-school services; community outreach; visitor studies; and assessment.

Upper Courses-64 Units

MS 681 Preparation for Museum Practicum (Units: 2)
Prerequisites: Upper-division Museum Studies minors; M S 101 and M S 201 with grades of C or better.
Preparation with lecture for museum practicum in selected functions in SF State's Global Museum.

MS 682 Capstone Practicum
Prerequisites: Upper-division Museum Studies minors and M S 681* with a grade of C or better.
Practicum at a pre-approved, off-campus museum site in museum collections management and registration, exhibition design, interpretation, gallery preparation and installation, education and public programming, and gallery management or administration under the supervision of a professional museum employee and SF State instructor.

MS 683 Collections Stewardship Practicum (Unit: 1)
Prerequisites: Restricted to upper-division Museum Studies minors; M S 101 and M S 201 with grades of C or better; concurrent enrollment in M S 681. May not be taken concurrently with M S 684.
Work on collections and archives-related tasks in the Global Museum, including collections handling, inventory and photo documentation, pest management, and collections moves. Activity.

MS 684 Educational Programming and Interpretation Practicum (Unit: 1)
Prerequisites: Restricted to upper-division Museum Studies minors; M S 101 and M S 201 with grades of C or better; concurrent enrollment in M S 681. May not be taken concurrently with M S 683.
Work on educational programming and interpretation tasks in the Global Museum, including engagement specialist training, school field trips, tours, and the development and implementation of museum exhibition interpretation. Activity.

MS 700 History and Organization of Museums
Prerequisite: Restricted to graduate Museum Studies students and/or permission of the instructor.
Major museology facets, including analysis of diverse museums, career options, ethics, laws, funding, and literature. Museum operation and community-museum relationships through on-site observations, interviews, and research.

MS 705 San Francisco Bay Area Museums: Behind the Scenes
Prerequisite: Restricted to graduate Museum Studies students, declared upper-division Museum Studies minors, or permission of the instructor.
Study of San Francisco Bay Area museums: their history, organization, collections stewardship, exhibits, public programs, and mission. Includes structured "behind-the-scenes" tours of local museums.

MS 707 Perspectives on Museums: A Professional Forum (Unit: 1)
Prerequisite: Upper-division or graduate Museum Studies students or permission of the instructor.
Guest speakers from the museum community to provide graduate students with perspectives and discussion on current practices and trends in the museum workplace. May be repeated for a total of 3 units.

MS 710 Museum Education and Public Outreach
Prerequisite: Graduate standing and permission of the instructor.
Overview and evaluation of educational services in museums including the planning and implementation of educational programs and establishing a liaison with public schools. Designed for graduate students, museum professionals, and public school teachers.

MS 720 Museum Curatorship and Collecting

Prerequisite: Restricted to graduate Museum Studies students.
Analysis of the duties of museum curators, including academic research, collections documentation, collections development, donor cultivation, ethical collection practices, exhibition concept development, and the curator's position within the institution and community. May be repeated for a total of 6 units.

MS 730 Museum Exhibition Development
Prerequisite: Graduate standing.
Theory and practical experience in the development and installation of exhibitions in museums and related exhibition spaces in libraries or similar institutions, including collaborations between such entities. May be repeated for a total of 6 units.

MS 740 Museum Conservation and Restoration (Unit: 1)
Prerequisite: Graduate Museum Studies students.
Theory and practice in museum conservation and restoration, using the Sutro Egyptian and permanent collections. Analysis of museum artifacts.

MS 760 Preservation of Natural History and Cultural Collections
Prerequisite: Graduate standing or senior standing with the permission of the instructor.
Analysis of major types of natural history specimens, their properties, potential hazards facing them, and appropriate conservation techniques.

MS 780 Cultural Heritage Preservation
Prerequisite: Restricted to upper-division or graduate standing.
Archaeological and architectural conservation: history of U.S. legislation and implementation, international organizations, major national and international projects, philosophy of preservation strategies, conservation ethic.

MS 790 Archives Management and Preservation
Prerequisite: Graduate standing or senior standing with the permission of the instructor.
History, principles, methodologies, and practical administration of non-electronic archives (original documents, maps, photographic materials, manuscripts, diaries, albums, government records); practical, hands-on experience with preservation methods.

MS 794 Museum Collections Management and Registration
Prerequisite: Graduate Museum Studies students.
Tasks performed by museum registrars: documentation of collections, loan procedures, collections storage, museum security, disaster preparedness, traveling exhibitions and customs, insurance, and development of collections management policies.

MS 800 Museum Management, Law, and Ethics
Prerequisite: Graduate Museum Studies students, MFA Art students, or permission of the instructor.
Legal issues of concern to museum professionals and artists; laws governing the acquisition of art objects, authentication, taxes, liability, censorship, artists' rights, copyright, museum organization, and labor relations.

MS 810 Museums in the Digital Age
Prerequisite: Graduate standing or permission of the instructor.
Use and role of digital media and information technology in museums. Development of practical and theoretical skill set for the management of digital assets for exhibit development, education, public relations and marketing, collections preservation, and digitally-mediated outreach.

MS 830 Museum Governance
Prerequisite: Graduate standing or permission of the instructor.
Analysis of governance in museums, including trusteeship, board issues, roles of director and senior management, governance conflicts, mission statements, use of advisory committees and support groups, collections issues, planning, and recent controversies.

MS 840 Museums and Cultural Property
Prerequisite: Graduate standing or permission of the instructor.
Examination of legal and ethical issues concerning cultural property in museums: museum acquisition policies; international art/antiquities trade; auction houses; WWII-era looting; repatriation; ownership dispute resolution; relationships with descendant communities.

MS 860 Fundraising in Museums
Prerequisite: Restricted to graduate Museum Studies students or permission of the instructor.
Examination of fundraising in museums, budget building, budget cycle, legal and tax issues of fundraising, as well as specific fundraising methods (gifts, planned giving, bequests, endowments, e-commerce, grants, contracts).

M S 870 Museum Audiences, Visitors, and Communities
Prerequisite: Graduate standing and permission of the instructor.
Analysis of museum visitors (visitor studies) and non-visitors (audience research) in the context of museum communities. Methodology and applications of visitor/audience research to improve museum operations and exhibitions.

MS 880 Museum Internship
Prerequisites: Graduate Museum Studies students and M S 700.
Practicum in collections management, exhibition design, fundraising management, publishing, curation, educational programming, conservation under the supervision of a professional museum employee and LA City instructor. May be repeated for a total of 6 units.

MS 885 Professional Conferences and Workshops (Units: 1)
Prerequisite: Permission of the instructor.
Attendance, participation, and evaluation at professional conferences, workshops, or short courses offered by museums, professional associations, or other recognized institutions. Prior approval by the Museum Studies Program is mandatory. May be repeated for a total of 3 units. (CR/NC grading only)

MS 888 Project Management for Museums (Units: 1)
Prerequisites: Restricted to graduate Museum Studies students; MS 720 and MS 850; or permission of the instructor.
Under faculty guidance, development, logistics, budgeting, and time management for museum exhibits, catalogue publishing, conferences/sessions for museum professionals, or special events for schools/general public. May be repeated for a total of 3 units for the degree credit.

MS 894 Creative Work Project
Prerequisites: Permission of the instructor and approval of Advancement to Candidacy (ATC) and Culminating Experience (CE) forms by Graduate Studies.
Original creative work project which must be developed with the approval of the Museum Studies program. ATC and Proposal for Culminating Experience Requirement forms must be approved by the Graduate Division before registration. (CR/NC; RP grading only)

MS 896 Preparation for Written Comprehensive Examination

Prerequisites: Permission of the instructor; approval of Advancement to Candidacy (ATC) and Culminating Experience (CE) forms by Graduate Studies; and recommendation of major adviser. Concurrently enrollment in M S 896EXM.
Preparation for Written Comprehensive Examination in Museum Studies for graduate students who have been advanced to candidacy for the M.A. degree in Museum Studies. (CR/NC, RP)

MS 896 EXM Written Comprehensive Examination (Unit: 0)
Prerequisites: Restricted to graduate Museum Studies students; permission of the instructor; recommendation of major adviser; approval of Advancement to Candidacy (ATC) and Culminating Experience (CE) forms by Graduate Studies. Concurrent enrollment in MS 896.
Written Comprehensive Examination in Museum Studies for graduate students who have been advanced to candidacy for the M.A. degree in Museum Studies. May be repeated a total of 3 times. (CR/NR, RP)

MS 897 Directed Thesis Advising and Support
Prerequisite: Graduate standing.
Directed advising and support for students writing theses or creative works. May be taken before enrollment in M S 894 or M S 898. Once students have taken M S 894 or M S 898 they must take M S 897 every Spring semester until they finish the degree. (CR/NC grading only)

MS 898 Master's Thesis
Prerequisites: Permission of the instructor; approval of Advancement to Candidacy (ATC) and Culminating Experience (CE) forms by Graduate Studies; and recommendation of major adviser. ATC and Proposal for Culminating Experience Requirement forms must be approved by the Graduate Division before registration.(CR/NC grading only)

MS 899 Independent Study (Units: 2)
Prerequisite: Museum Studies students; permission of the program director.
Professional-level, independent study of a particular aspect of museum work under the guidance of a faculty member in the Museum Studies Program. May be repeated for a total of 6 units. (Plus-minus letter grade only) [CSL may be available]

7. Certificate Program & Extra Courses

Certificate of Achievement Requirement

A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 (C) and a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at InArt University. Department Chairs have the discretion to waive the 50% minimum units required at InArt University to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

1) Animation (2 Years)

This Animation Certificate program prepares individuals to communicate information, entertainment, and ideas through animation and cinematic arts. This includes practical, hands-on instruction in how to plan and produce a variety of animated works seeing the project through from concept to practice including but not limited to storyboarding, directing, editing, and all aspects of animation film production.

Course Description

AM 101 Character Animation and Design
This course provides foundational character animation concepts. The concepts include key positions, breaking down movement, acting, takes, accents, gestures, dialogue, and facial expressions.

AM 102 Introduction to Animation Principles and Techniques
Gain technical skills practicing experimental and stop motion animation. Building a firm foundation for future animation work, you'll gain hands-on experience with media of clay, paper cutouts, found objects, pixilation, and stop motion puppets.

AM 105 Introduction to Computer Graphics for Animation
Explore the different disciplines that collectively contribute to computer graphics production. You'll learn the basic concepts and terminology of computer graphics used in film, visual effects, games, and animation.

AM 106 2D Animation I
Learn the basics of 2D computer animation in this hands-on course designed for aspiring animators interested in working in this rewarding and challenging field. Students will learn the techniques and principles of animation and will apply these principles to short animated pieces of their own. Beginning with basic animation exercises and progressing quickly to more complex character animation, this course teaches the craft of animation and the art of entertaining an audience with moving pictures. By the end of this course, every student will have a portfolio of several short animated pieces and a solid grasp of industry-standard software.

AM 107 2D Animation II
Students continue to explore 2D Animation principles and techniques using Adobe After Effects as the primary tool. This advanced course focuses on character animation and storytelling as students apply principles of timing, weight, anticipation, posing, silhouette, and mood. The course also examines animation shorts and films for critique and to train the "animator's eye". **Prerequisite:**

AM 108 Introduction to 3D Production I
In part one of this two-part course, you'll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

AM 109 Introduction to 3D Production II
In the second part of this two-part course, you'll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

AM 201 Careers In Animation and VFX
Step back and survey your body of work. Working with faculty, you'll identify strengths, weaknesses, and interests to determine your emphasis and begin developing your portfolio to meet industry standards.

AM 202 Digital Design Tools: Media
Whether your interest is in producing digital interfaces or animated content for social media, you need to start with the basics and become familiar with the digital tools of the trade. Students will be introduced to digital design-specific applications that are used by design professionals in areas of multimedia, animated graphics, UX/UI and web design – Adobe Photoshop, Adobe Illustrator, Adobe Animate, Adobe XD, and Adobe Dreamweaver. This course is recommended for Animation, Motion Graphics, and UX/UI for Web Design certificate students.

AM 203 Color Theory and Design
Color is emotional. A color resonates based on memory, cultural bias, and personal preference. Artists and designers alike communicate effectively through choice of hue, saturation, and value. In this course, knowledge and understanding of color are developed through weekly exercises and homework projects. Through lecture, demonstration, critique, and practical experience, students investigate color theory; fundamental elements, principles, and terminology; color systems, color modes; and more. Students develop an investigative process for problem-solving, revising, and inventing through the application of color as it exists in physical and digital worlds.

AM 204 Digital Drawing: Illustrator
The ability to produce vector graphics is a "must-have" skill for any modern artist or designer. Adobe Illustrator is the world's leading vector graphics application used for producing professional quality logos, package design, signage and so much more. Students will be introduced to the basics of working with Illustrator to create compelling designs. This hands-on course introduces students to the basics of working with Illustrator to create compelling designs.

AM 205 Digital Imaging: Photoshop
Adobe Photoshop isn't just for photographers. Its multitude of applications makes it a go-to tool for creatives. This course teaches a comprehensive understanding of Photoshop and how digital imaging and is used in various professional applications. Students learn the basics of interface elements, keyboard shortcuts, and file management before diving into more advanced topics such as masks, selections, color correction, and layering techniques to create various effects. Through hands-on projects, they develop essential skills to paint digitally, retouch images, and manipulate photos. This course is recommended for anyone who wishes to develop technical foundations for a range of digital art and design careers.

AM 206 Digital Drawing for Entertainment
Build essential drawing skills for entertainment design industries. Learn software tools and artistic foundations to create captivating digital artworks. Through a series of hands-on assignments, you will explore core drawing principles, including line work, shape design, form, perspective, and lighting, to quickly communicate concepts visually.

AM 207 Storyboarding and Film Animation
Storyboards help the designer, art director, producer, director, and client visualize a finished work. This course concentrates on translating a concept, idea, image or story into a sequenced visual format. Students develop knowledge and skills to create storyboards for advertising, feature films, television, animation, and game design. Under the guidance of instructor expertise, they develop all aspects of a concept, including characters, backgrounds, storytelling, and a final storyboard.

AM 208 3D Character Animation
This course explores 3-D character animation, focusing on the 12 principles of traditional animation with emphasis on timing, weight, and performance. In addition, students are introduced to rigging a character using a skeleton, morph targets to create facial expressions, lip sync, and other animation techniques

uniquely relevant to 3-D character animation including changes in translation, scale, and rotation through space in time as well as learning camera control and lighting techniques.

AM 301 3D Modeling
In this class, students are able to expand on the subject of 3D model creation for games, animations, and visual effects as well as create more realistic 3D models, from hard surfaces to simple organic shapes. An emphasis is added to build models ready for animation and texturing.

AM 302 Compositing
This course introduces students to the basics of compositing for motion graphics and visual effects, animation, and motion graphics. Students learn the basic techniques of compositing such as masking, layering, rotoscoping, chroma keying, tracking, match moving, and color timing.

2) Game Design (1 Year)
Students enrolled in the Game Design Certificate (GA-C) program will learn the fundamentals of developing games. This program specifically focuses on learning the programming languages and the graphic design skills required for a career in the gaming industry. With the skills, you'll be able to design fully functional games, develop software, and create website applications. There is a high demand for employees with
these skills.

Course Description

GD 101 Game Design, Theory and Analysis
Effective game design is about creativity, communication, and determining fun through the creation and balance of systematic rules. In this class, you will learn fundamental, practical principles of game design through the creation of tabletop games and role-playing.

GD 102 2D Tools for Game Development
Learn the two-dimensional tools used in the game industry. You will gain fundamental composition, color, layout, and presentation skills to develop different pieces using contemporary methods of digital image creation.

GD 103 3D Modeling for Games I
Model immersive scenes that include multiple props. Using a conventional 3D application, you will deepen your skillset in UV coordinate mapping, different surfacing methods, and layout. Present your work in a real-time rendering application.

GD 104 Scripting for 3D Games I
Learn to apply coding standards and practices, automation, intermediate scripting features, and design patterns commonly found in scripted game logic. You will examine different approaches to scripting through short-form projects.

GD 105 Level Design I
Students will learn the foundations of level design theory, as well as some general game design theory. This course covers the basics of how to work within the Unreal Engine and students will plan levels around the game's mechanics by creating supporting documents, understanding the game's mechanics, and whiteboxing levels in Unreal.

GD 201 Video Game Practical
In Video Game Practical, students will learn to play games like a designer. They will gain more industry terms to increase their communication abilities for design ideas and game descriptions. They will analyze what makes a game fun by experiencing as many as they can, while emphasizing critical thought. Students will play unique or popular games and determine the reasons behind their popularity.

GD 202 2D Game Design
In this course, students will gain a solid foundation in working with the Unity Engine, a powerful cross platform development engine to create video games and other amazing immersive and interactive experiences. Students will learn to use the engine to program, design, and prototype their own video games from the ground up. No programming or game design experience is required. In addition to creating one's own unique games, students will learn about video game history, theory, and production, including current trends in digital games and gaming.

GD 301 Advanced 3D Game Design
Create small 3D games in groups while furthering their understanding of 3D game design, research and prototyping. The course emphasizes project management skills so that groups can successfully plan and execute their designs. Studio work is supplemented by readings and discussions further exploring contemporary cultural issues surrounding digital games.

GD 302 Interactive Narrative
This course builds on the principles established in Storytelling and Creative Writing. It focuses on the challenges of telling a story in the interactive and nonlinear world of computer games. Game Designers will gain an understanding of the techniques used to immerse a player in a role in an interactive world. Through lectures, game and film clips, and practical real-time exercises, students will learn the fundamental structures and emotion enhancing tools to immerse a player in an interactive environment.

3) Graphic Design (1 Year)
Often referred to as 'graphic design', communication design uses messages and images to convey information to a specific targeted audience. This program establishes design as a form of problem-solving that creates a system in which to communicate.
We explain how the 'Attention - Interest - Desire - Action' (AIDA) marketing process works and guide you through the use of the elements of composition: point, line, color, plane and focal point. These techniques are used to create contrast and emphasis and combine with typography to create organizational communication systems. We also teach you how to develop design projects in collaboration with others. Graphic design is a valuable skill and this course suits anyone wishing to work as one, whether you're just starting out or would like to refresh your skills.

Course Description

GR 150 Introduction to Visual Communication
Successful visual communication unites many diverse creative professions. You'll gain hands-on interdisciplinary ideation and creative problem-solving experience by working on projects that emphasize collaboration and audience engagement.

GR 221 Graphic Design I: Visual Communication

Great graphic designers are creative problem solvers with passion and perseverance. Through research and experimentation, you'll learn to attack myriad problems from multiple angles, and gain the skills to develop solutions for a variety of audiences.

GR 321: Package Design I: 3D Thinking/Making
Apply your design skills to three-dimensional packages. You'll build a solid foundation of the process and materials necessary to develop packages and prototype templates that account for three dimensions, material properties, and structural considerations.

GR 322 Package Design II: Executing 3D Design
Package design is the part of a brand that you actually touch. Building upon Package Design 1, you'll make more effective use of your design skills to align branding concepts to more complex three-dimensional design formats.

GR 327 Graphic Design II: Integrating Principles
Recognize the power of design. You'll gain more conceptual expertise and a stronger command of typography and visual language. Combined with solid craftsmanship skills, you will begin to produce projects that comprise a professional body of work.

GR 328 Web Design I
HTML and CSS are the backbone of the web. As you develop your coding skills, you'll learn strategies in site architecture, navigation, file management, and more to create highly intuitive websites.

GR 350 Visual Systems I
Expand your design skills into complex business, cultural, and sociological systems. Your formal design abilities, conceptual fluency, and technical know-how will enable you to construct meaningful imagery and resonant experiences that can be extended into broader patterns of reader and user engagement.

GR 360 Graphic Design III: Nature of Interaction
In today's world, brands are defined by the experiences that they provide. The proliferation of mobile devices means that many of these experiences are delivered as digital products. Through careful research, persona development, and design strategies, you'll create the mobile design experiences around which much of Silicon Valley revolves.

GR 425 Visual Systems II
Designers who can develop meaningful and engaging design solutions for complex communication problems are in high demand. You'll use your mastery of type, composition, and image construction to create portfolio-ready pieces that integrate a wide variety of media into a cohesive whole.

4) Motion Graphics (15-18 Months)
The Motion graphics certificate program is an essential element in various industries including media, film, and interactive design. In this intensive, project-focused course, you will learn the basis of motion graphics using industry-leading software, Adobe After Effects and Cinema 4D. Explore motion design principles such as spacing, timing, and rhythm through practical exercises while completing projects demonstrating visual storytelling and animation techniques. To fully benefit from this course, experience with Adobe Illustrator and Photoshop is strongly recommended.

Course Description

MD 101 Fundamentals of Graphic Design
Fundamentals of graphic design for the commercial art industry. Technology, creativity, design, and production. Adobe Photoshop to produce effective commercial art.

MD 105 Print Design and Advertising
Theories, concepts, and skills for the design and layout of printed commercial art. Covers typical printed products including advertisements, flyers, brochures, posters, books, and catalogs. Focuses on using Adobe InDesign with additional exposure to Adobe Photoshop and Adobe Illustrator.

MD 106 Vector Design and Illustration
Theories, concepts, and skills for the design and illustration of vector commercial art. Students design and produce vector illustration projects including characters, products, posters, and info graphics. Adobe Illustrator is the primary development tool.

MD 108 Design: Two-Dimensional (2D)
Two-dimensional composition in achromatic value and color using the elements and principles of art and design. Emphasis on vocabulary, theory, and analysis of the formal elements and principles as they apply to studio projects in design for all disciplines of the arts. Off-campus assignments may be required.

MD 201 Photography & Video Social Media Marketing
Basic photography, video, lighting, and image editing techniques for social media platforms, including live streaming to create and manage image content.

MD 202 UI/UX and Web Design
UI/UX theories, concepts, and skills for the design and production of apps and websites. Covers user interface (UI) design, user experience (UX) design, accessibility, wireframing, prototyping, interactivity, multi-media integration, hypertext markup language (HTML), and cascading style sheet (CSS).

MD 203 Creative Design and Compositing
Advanced creative and compositing skills for graphic designers. Covers advanced photo editing and photo retouching techniques for the development of photo illustrations, editorial compositions, advertisements, and other commercial art.

MD 204 Motion Graphics, Compositing and Visual Effects
Elements of motion graphics, motion art, and visual effects including design, animation, character art, typography, compositing, and editing in a production environment (i.e. TV, film, DVD, or web). Focuses on using Adobe After Effects and other industry standard software.

MD 205 Portfolio Preparation
Review, critique, and improvement of portfolio pieces in preparation for the MD206 - Portfolio class. This course will be a portfolio review and improvement course. The instructor evaluates and critiques the student's projects (a minimum of ten potential portfolio pieces) to determine their portfolio readiness. Under the instructor's guidance, the student then works to improve the projects to meet the portfolio quality necessary to seek an entry-level job. At the end of the semester the student either meets or does not meet requirements.

MD 206 Portfolio
Selection, preparation, and assembly of a portfolio, book, or package of works of art, including digital and multimedia formats, that represent individual interests and strengths of students from the visual arts disciplines for use in entering a four-year institution, professional art school, or professional field of

choice. Also includes cover letter and resume preparation. The instructor will verify that the prerequisite has been met.

MD 207 Work Experience in Graphic Design
Work experience in graphic design, web design, media design, advertising design, illustration or other graphic design related field in an approved work site. A minimum of 75 clock hours.

5) UI/UX For Web Design (6 Months)

InArt University certificate in UI/UX for Web Design will train you on the necessary skills to enter the exciting fields of user interface (UI) design, user experience (UX) research, and product management. In today's digital landscape, employers across industries are looking for innovators and creative thinkers with the skills to transform their businesses through imaginative interfaces and engaging user experiences. Throughout the program, you will be challenged to employ user-centric design and a wealth of creative tools to build engaging designs and user experiences. You will also walk out with an impressive professional portfolio and the confidence you need to succeed as a UI or UX professional.

Course Description

UXI 101 Design Technology: Digital Publishing Tools
Gain familiarity with the technical tools of the trade. You'll study the theory and function of industry-standard computer hardware and software and learn the digital design principles professionals use to produce visual communications and digital products.

UXI 102 Web Design 1
HTML and CSS are the backbone of the web. As you develop your coding skills, you'll learn strategies in site architecture, navigation, file management, and more to create highly intuitive websites.

UXI 104 Web Design II
With a focus on functionality, mobility, and scalability, you'll learn more HTML, CSS, and JavaScript to create web experiences optimized for devices from mobile to desktop. You'll also use web standards and design fundamentals to produce web-based apps.

UXI 205: Motion Graphics 1
Whether it's movie titles, commercials, teaser videos, or sports scores, you're constantly experiencing motion graphics. You'll learn basic 2D animation—of type, symbols, shapes, and color—that opens the door to mastery of industry-leading motion software.

UXI 305 Motion Graphics II
Enter the world of advanced motion graphics. Using industry-standard software, you'll design and produce compelling time-based motion experiences for broadcast, web, and mobile platforms.

UXI 310 Visual Design II
Combine innovative technologies with the power of traditional design techniques to communicate meaningful concepts to an audience. You'll learn to use visual structures like type, imagery, graphics, interface design, brand identity, and interactive product design.

UXI 315 Portfolio II-Final Portfolio
Perfect your professional portfolio. You'll fine tune completed projects, create identity elements and leave-behinds, and hone your presentation and interview skills.

6) Fine Arts (1 Year)

In the InArt University Certificate in Fine Arts program, students gain a foundation in art theory and artistic technique. This certificate program provides students with a disciplined approach to the study of Fine Art. Students enjoy a wide-ranging training in drawing and painting that instils a rigorous, traditional approach to representing still life and human figure subjects with attention to critical concepts of line, mass, form, perspective, value, and composition.

Course Description

FA 101 History of Arts
Surveys the history and interpretation of architecture, painting and sculpture from the prehistoric era through the Gothic, and from the Renaissance through the modern era.

FA 102 Color and Design
Take a deep dive into color and design. Using traditional media, explore color harmony using different color schemes. Learn how psychology, simultaneous contrast, proportion, atmospheric depth, muting and toning, light temperature, design unity, and visual emphasis can enhance imagery.

FA 103 Figure Drawing
Learn to draw the human figure with accuracy. You'll draw from the nude model to develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature.

FA 104 Foundations of Drawing
Develops basic drawing skills and understanding of visual language through studio instruction/lecture. Introduces concepts such as line, proportion, space, perspective, value and composition as applied to still life, landscape and figure. Uses drawing media such as pencil, charcoal and ink wash.

FA 201 Life Drawing
Advances skills and exploration in drawing through studio practice. Continues investigation of elements and principles of design emphasizing perceptual figure drawing. Introduces a variety of media and techniques including color media and theory. Supports conceptual development through introduction to historical and contemporary practices and critical analysis.

FA 202 Visual Art- Painting
This is an introductory painting course that familiarizes students with a variety of techniques, concepts, and processes in painting. The focus will be on using acrylic paint to develop an understanding of colour and composition. This will be done through a series of projects that feature a variety of genres, compositional concepts and visual strategies.

FA 203 Introduction to Multimedia
Introduces the student to the basic components of multimedia: text, graphics, animation, sound, and video, and explores how they combine to create a multimedia product. Emphasizes the design aspects of multimedia projects and teaches the techniques required to develop a presentation.

FA 204 Portfolio Development
Students complete three five-week labs that focus on specific topics that reinforce focus areas of their Portfolios. Students may select from a menu of lab projects designed to complete transfer portfolio requirements, including anatomy, color, perspective, 3D modeling, and time-based experimental digital imaging. Includes individual assignments and critiques, as well as site visits to learn about professional art practice.

FA 205 Basic Design- 2D/3D Studio
A foundation course providing the basic skills, concepts, and language of two/Three-dimensional design as related to the visual arts. Need not be taken in sequence.

§7. ACADEMIC CALENDAR

Winter Quarter 2025	**Nov.25-Feb.14, 2025**
Student Registration and Orientation	**Nov. 4 –Nov.8**
New Student Orientation	Nov. 18
First day of classes of the Winter Quarter	**Nov. 25**
Last day to add class or register late	Dec. 6
Christmas Vacation & New Year - Academic Holiday	Dec.23-Jan.3,2025
Last day to drop classes	Jan. 6
Martin Luther King Day - Academic Holiday	Jan. 20
Last day to withdraw classes with a passing grade "WP"	Jan. 24
Presidents' Day - Academic Holiday	Feb. 17
Final examination	Feb. 10-14
Last day of classes of the Winter Quarter	Feb. 14
End of Quarter	Feb. 14
Student Registration for *Spring Quarter 2025*	Feb. 10-14
Spring Quarter 2025	**Mar 3-May 9**
Student registration and orientation	Feb. 10 – 14
New Student Orientation	Feb. 24
First day of classes of the Spring Quarter	**March 3**
Last day to add class or register late	March 14
Last day to drop classes	March 28
Last day to withdraw classes with a passing grade "WP"	April 25
Final examination	May 5-9
Student Registration for *Summer Quarter 2025*	**May 5-9**
Last day of classes of the Spring Quarter	May 9
End of Quarter	May 9
Graduation Day	June 14

Summer Quarter 2025	June 2-Aug. 8
Student registration and orientation	May 12 – May 16
New Student Orientation	Jun. 2
First day of classes of the Summer Quarter	**Jun. 9**
Last day to add class or register late	June 13
Independence Day - Academic Holiday	July 4
Last day to drop classes	July 7
Last day to withdraw classes with a passing grade "WP"	July 18
Final examination	Aug. 4-8
Last day of classes of the Summer Quarter	Aug. 8
End of Quarter	Aug. 9
Student Registration for *Fall Quarter 2025*	Aug. **18-22**

Fall Quarter 2025	Sep. 2- Nov.7
Student Registration and Orientation	**Aug.18-22**
New Student Orientation	Aug. 26
Labor Day - Academic Holiday	Sep. 1
First day of classes of the Fall Quarter	**Sep. 2**
Last day to add class or register late	Sep. 12
Last day to drop classes	Sep. 26
Columbus Day - Academic Holiday	Oct. 13
Last day to withdraw classes with a passing grade "WP"	Oct. 17
Final examination	Nov. 3-7
Student Registration for *Winter Quarter 2026*	Nov. 3-7
Last day of classes of the Fall Quarter	Nov. 7
End of Quarter	Nov. 8
Veteran's Day – Academic Holiday	Nov. 11

§8. ADMINISTRATIONS, STAFF & FACULTY

1. Administrations

President / Chief Executive Officer	Mrs. Yeli Bae
Academic Dean / Chief Academic Officer	Mrs. Stella Bae

2. Governing Body

Chairperson	Mrs. Yeli Bae
Treasurer	Mrs. Stella Bae
Secretary	Mrs. Jung Bae
Member, Board of Director	Mr. Bong Hoon Lee
Member, Board of Director	Mrs. Julie Kang

3. Staff

Director of Admission:	Mrs. Stella Bae
Director of Bachelor Program:	Mrs. Yeli Bae
Director of Master Program:	Mrs. Yeli Bae
Financial Officer	Mrs. Stella Bae
Student Service	Mrs. Julie Kang
School Registrar:	Mrs. Stella Bae

4. Program Faculty

Professor. Peace Park
Graphic Design and Motion Graphics
ArtCenter College of Design, Pasadena, CA

Professor. Yeju Suh
Fashion Design
Fashion Institute of Technology, State University of New York

Professor. Yebin Kim
Web Design & Visual Art
California Institute of the Art, Santa Clarita, CA

Professor. Sang Moo Lee
Industrial Design & Transportation Design
ArtCenter College of Design, Pasadena, CA
Kyung-Hee Lee University, South Korea

Professor. Ji-Young Na
Computer Animation & Graphic Design, Storyboard Artist
Ringling College of Art & Design, Sarasota, FL
Hongik University, South Korea

Professor. Haejin Kang
Illustration & Portfolio Art
ArtCenter College of Design, Pasadena, CA

Professor. Roy Kang
Illlusstration /Entertainment Track
ArtCenter College of Design, Pasadena, CA

Professor. Gino Yim
Illustration & 2D/3D Motion Graphics
ArtCenter College of Design, Pasadena, CA

Professor. Na Kyung Kim
Illustration & Experimental Animation
California Institute of the Art, Santa Clarita, CA

Professor. HyunJung Yi
Illustration & Visual Communication Design
ArtCenter College of Design, Pasadena, CA
Hongik University, South Korea

Professor. Seho Ahn
Fine Art/Portfolio Creation
Han Sung University, South Korea
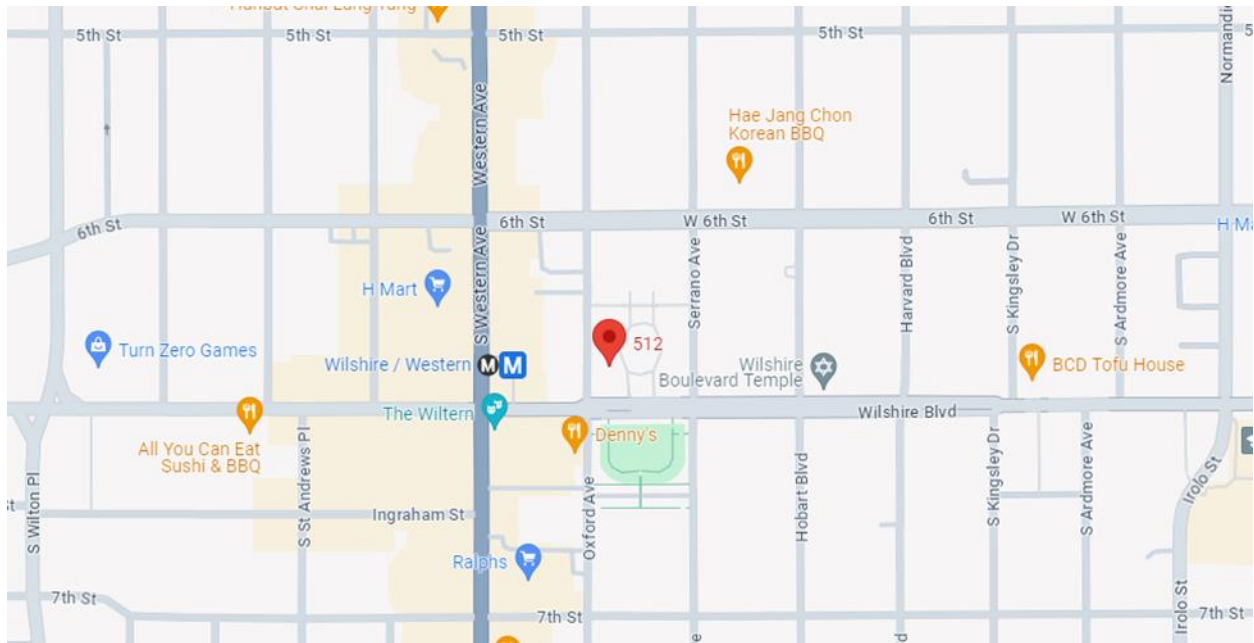
Professor. Jiyoung Song
Art and Post-Baccalaureate
California Institute of the Art, Santa Clarita, CA
School of the Art Institute of Chicago
Seoul National University, South Korea

§9. MAP & DIRECTIONS

Directions to the *InArt University* Campus

3731 Wilshire Blvd. Suite 512. Los Angles, CA 90010

>>>Map

>>>Directions

From North of Los Angeles

1. Take Fwy 101 S

      Exit on Western Ave
      Right turn on Wilshire Blvd.

2. Take Fwy 2 S
      Take Alvarado St.
      Right turn on Wilshire Blvd.

3. Take Fwy 5 N
      Take the Fwy 101 E.

       Exit on Western Ave.
       Left turn on Wilshire Blvd.

From West of Los Angeles

1. Take Fwy 10 E
       Exit on Western Ave.
       Left turn on Western Ave.
       Right turn on Wilshire Blvd.

From East of Los Angeles

1. Take Fwy 10 W
       Exit on Western Ave.
       Right turn on Western Ave.
       Right turn on Wilshire Blvd

2. Take Fwy 60 W
       Take the Fwy 10 W
       Exit on Western Ave.
       Right turn on Western Ave.
       Right turn on Wilshire Blvd

From South of Los Angeles

1. Take Fwy 110 N and
       Take Fwy 10 W
       Exit on Western Ave
       Right turn on Western Ave.
       Right turn on Wilshire Blvd

NOTES