REVISED BFA IN ART, April 6, 2012

ART DEPARTMENT, PACE UNIVERSIY, NEW YORK

Linda Herritt, Chair

**Overview:**

The BFA in Fine Arts was approved in 2007. The degree combines traditional media like painting with photography, new media, and design to provide a range of creative and professional paths for our students. We currently have 67 students in the BFA major, and the program is growing steadily each year. After a review of the program over the past five years, the Art Department is proposing the following changes to improve the BFA Degree:

1. A change in the program name, from a BFA in Fine Arts to a BFA in Art.
2. A change in the credit requirements for the degree, from 60 to 72 credits
3. A change in the requirements for the degree, reducing the foundations courses and adding more requirements for advanced studio and art history courses.
4. The addition of formal Concentrations in the following six media areas:

* Drawing and Painting
* Photography
* Film and Video Production
* Digital Art and Graphic Design
* Interior Design
* Sculpture and 3D Design

**Justification:**

1. A change in the program name, from a BFA in Fine Arts to a BFA in Art.

This is consistent with the title of our proposed BA, and also better suited to our program, which is not just Fine Arts (usually defined as painting, drawing, and sculpture), but these traditional media in combination with new media and design. For this reason, the name of the department was also changed from Fine Arts to Art in 2010.

1. A change in the credit requirements for the degree, from 60 to 72 credits.

The BFA degree in the Art Department was limited previously to 60 credits by the size of the Core: far lighter than the 72-81 credits for the same degree at other institutions. The Liberal Arts Core has been reduced from 60 to 44 credits for the Fall Semester of 2012. With the revised Core, we are able to require 72 credits in the degree, improve the quality of the education we provide to our students, and make our BFA competitive with other schools. We are also proposing a BA in Art requiring fewer credits as a counterpoint to the professional BFA. The BA in art will be the vehicle for all entering freshmen and permit the department to be more selective in screening students for the BFA.

1. A change in the requirements for the degree, reducing the foundations courses and adding more requirements for advanced studio and art history courses.

The current BFA is heavily loaded with both introductory courses and courses in Painting and Drawing. Our majors fairly evenly populate all the media areas offered, and the emphasis on Painting and Drawing beyond the introductory level is not serving majors in digital media, sculpture, video and film production, photography, or interior design. We have streamlined the Foundations courses, reducing the requirements from 33 to 15. The five basic courses in the revision provide an introduction to a range of art media practices and underlying constructs valuable to students regardless of their preferred medium. To add greater depth to the degree, we have added a requirement for at least 21 credits in advanced courses, plus at least 3 credits in the Project Studio, our Capstone course for studio. Requirements for two additional Art History or Art Lecture courses have also been added, one in a modern or contemporary area to improve student knowledge of the current context, and a second in non-western art history, to expose students to cultural traditions apart from the European canon.

1. The addition of Concentrations in the following six media areas:

* Drawing and Painting
* Photography
* Film and Video Production
* Digital Art and Graphic Design
* Interior Design
* Sculpture and 3D Design

Given the range of course options in the department, the Art curriculum was organized into six informal media concentrations when the BFA was approved in 2007 in order to guide our students into the appropriate courses for their career interests. The concentrations reflect the expertise of the faculty, the interests of our students, and the facilities and equipment available. We have tested the concentrations for five years, and now have the course offerings and the major base to formalize these with university and state approval. Students will be able to take a general BFA, or choose one or two 18-credit Concentrations within the BFA. Formal approval of our media concentrations is consistently requested by our students, and helps to make our program more competitive with the professional art schools in New York.

Bachelor of Fine Arts/Fine Arts Major – New York City

|  |  |
| --- | --- |
| **Current Requirements:** | **Proposed Changes:** |
| BFA (60 credits, plus 3 credits in the Core)  **Requirements: 60 credits as noted below.**  **Required Studio Foundation (33 credits):**   * ART 186 Digital Design I (3 crs) * ART140 Drawing I (3 crs) * ART 145 Painting I (3 crs) * ART 130 Sculpture I or ART 133 Ceramics I (3 crs) * ART 153 Introduction to Photography (3 crs) * ART 164 Principles of Design (3 crs) * ART 167 Printmaking I OR Art 267 Printmaking 2 (3 crs) * ART 169 Three Dimensional Design (3 crs) * ART 241 Drawing II (3 crs) * ART 247 (3 crs) * ART 341 Life Drawing and Anatomy (3 crs)   **Art open electives (21 credits)**  **2 Required Art History courses (6 credits)**   * ART103 Art History: Renaissance through Modern (3 crs) * ART 214 Modern Art History (3 crs)   \*Art 102 Art History: Ancient - Gothic (3 crs) is required as part of the Core) | BFA (72 credits)  **Studio Art requirements: 60 credits as noted below.**  **Required Studio Foundations (15 credits):**   * ART 186 Digital Design I (3 crs) * ART140 Drawing I (3 crs) * ART 145 Painting I (3 crs) * ART 130 Sculpture I or ART 133 Ceramics I (3 crs) * ART 153 Introduction to Photography or Art 159 Photography 1 (3 crs)   **42 Credits in Art, including a minimum of 21 credits in intermediate or advanced studio art electives. Credits may be applied to fulfill one or more of the following Concentrations (18 CREDITS EACH): Photography, Painting/Drawing, Sculpture/3D Design, Interior Design, Film/Video Production, Digital Art/Graphic Design**  **Capstone Course (3 credits):**  ART 306, 307, or 308: Project Studio A, B, or C required  **Art History requirements: 12 credits**  **Art history survey (6 credits)**   * ART 102 Art History: Ancient through Gothic (3 credits) * ART 103 Art History: Renaissance through Modern (3 credits)   One of the following lecture courses in Modern or Contemporary Art (3 crs)   * ART 214 Art History: Modern Art * ART 205 Art History: Contemporary Art * ART 245 Art History: History of Photography * Art 215 New York and the Visual Arts * Art 174 Picturing Art in Film and Video * FSS 202 History of Film * FSS 203 - Art of Film   One course in Non-Western Art History: (3 credits)   * ART 217 Art History: Latin American Art * ART 218 Art History: African Art * ART 220 Art History: Aspects of Asian Art |