

Fall 2025 New & Special Topics Classes

GAMES, TOYS AND PLAY

NEW!

GTP395-1 Video Game Development Workshop 3 credits

In this advanced course, students build on their existing video game development skills and apply them to specific independent projects. These projects should establish or develop relevant skills, such as: *preparing 2D or 3D game assets, engineering game mechanics, writing game narratives, designing UI/UX, crafting levels, designing music and sounds or designing marketing materials*. Students are expected to work independently in and outside of class to research and learn new techniques - guided by faculty and in collaboration with other students. Any game, audio or visual software or other tools can be used to meet student goals.

Prerequisites: GTP260 Intro to Video Game Development and GTP370 2D Video Game Development or Permission of Instructor

Fulfills: 300-Level Studio Elective or Studio Elective

NEW!

GTP396-1 Visual Communication Design: Art of the Game 3 credits

This course introduces students to the holistic craft of visual game assets and aids. Addressing the needs of the medium of games, students will workshop designs for boards, cards, UI/UX, characters, environments and objects. This can be achieved in a variety of physical or digital media: drawing, painting, animation, sculpture, etc. Emphasis will be placed on improving project management, creative problem solving, and the development of universal stylistic approaches to visual challenges.

Prerequisites: ID200 Sophomore Studio or Permission of Instructor

Fulfills: 300-Level Studio Elective or Studio Elective

NEW!

GTP397-1 Puppet Workshop 3 credits

Building on the skills developed in Puppets, students are able to take a deeper dive into the world of puppetry, constructing more complicated puppets while refining their construction skills using a variety of materials and mechanisms. With a stronger focus on individualized interests, students research the history, contemporary practice and psychology of puppet performance, then use these techniques to create their own plans for puppets and or short form puppet productions.

Prerequisites: GTP255 Puppets

Fulfills: 300-Level Studio Elective or Studio Elective

ILLUSTRATION

NEW!

IL395-1 Breakout! 3 Credits

Feeling stuck in your style? Want to experiment to become more confident in your visual communication strategy? Time for a Breakout! In this class, students engage with a plethora of stylistic exercises paired with visual problem solving challenges to build a stronger framework of style and approach. This class thrives on making work at the edge of your comfort zone to expand your strengths and inventive approach. Historic and contemporary Illustration will be reviewed. This class may utilize both digital and traditional mediums. Visual Communication fundamentals including composition, value, color, texture, among others, will be used as tools to bring life and awe into your work.

Prerequisites: ID200 Sophomore Studio or Permission of Instructor

Fulfills: Illustration Elective (Illustration students) or 300-Level Studio Elective or Studio Elective

NEW!

IL396-1 Visual Communication Design: Art of the Game 3 credits

This course introduces students to the holistic craft of visual game assets and aids. Addressing the needs of the medium of games, students will workshop designs for boards, cards, UI/UX, characters, environments and objects. This can be achieved in a variety of physical or digital media: drawing, painting, animation, sculpture, etc. Emphasis will be placed on improving project management, creative problem solving, and the development of universal stylistic approaches to visual challenges.

Prerequisites: ID200 Sophomore Studio or Permission of Instructor

Fulfills: Illustration Elective (Illustration students) or 300-Level Studio Elective or Studio Elective

INTERDISCIPLINARY ARTS

NEW!

ID395-1 Website and Portfolio Design 3 credits

Students will design and create a variety of portfolios using their photographs, videos, and other artworks in electronic form for distribution through multiple media and marketing outlets and content aggregators. Topics include image generation and evaluation, and advanced editing and sequencing options. All aspects of website design, from the initial concept to the final site launch is covered. Students complete the semester with a live website they have designed, edited and deployed as professionals.

Prerequisites: ID200 Sophomore Studio or Permission of Instructor

Fulfills: 300-Level Studio Elective or Studio Elective

PAINTING & DRAWING

NEW!

PN395-1 s l o w 3 credits

Mindfulness practices will inform this distraction-free and low-tech studio environment. This course is designed to underscore quiet attention to the development of a body of work over the course of one semester. Students will participate in work driven from within and developed through focused engagement, constructive critique, selfreflection and relevant readings. Themes will emerge from the work created in this class, starting with themes completed in other courses or independently. Self-reflective writings will be utilized to help arrive at project statements and to set intentions for the work. Regular meditative exercises will complement the studio practice and further support a distraction free, studio experience

Prerequisites: ID200 Sophomore Studio or Permission of Instructor

Fulfills: 300-Level Painting Elective (Painting students) or 300-Level Studio Elective or Studio Elective

PHOTO/VIDEO/FILM

NEW!

PH250-1 Video Projects II 3 credits

This class concentrates on the viewing and production of time-based media work. Emphasis is placed on the exploration and examination of the visual language and media components of video and film-based works that are common to the visual arts. Students from a variety of concentrations can explore projects about the camera, sound, composition, lighting, time, and space. Students work with analog or digital images, either still or in motion. Projects are open-ended, giving the students an opportunity to address a range of social, political, and aesthetic practices. Traditional and non-traditional narrative structures are also examined as a means to organize and present content.

Prerequisites: PH240 Video Projects I or Permission of Instructor

Fulfills: Video Projects II Requirement (Photo/Video/Film students) or Narrative Elective (Writing & Visual Narrative students) or Studio Elective

NEW!

PH345-1 Website and Portfolio Design 3 credits

Students will design and create a variety of portfolios using their photographs, videos, and other artworks in electronic form for distribution through multiple media and marketing outlets and content aggregators. Topics include image generation and evaluation, and advanced editing and sequencing options. All aspects of website design, from the initial concept to the final site launch is covered. Students complete the semester with a live website they have designed, edited and deployed as professionals.

Prerequisites: ID200 Sophomore Studio or Permission of Instructor

Fulfills: Website and Portfolio Design Requirement (Photo/Video/Film students) or 300-Level Studio Elective or Studio Elective

LIBERAL ARTS

NEW!

SO380-1 Abnormal Psychology 3 credits

This course provides an in-depth exploration of abnormal psychology from a biological, psychological, and sociocultural perspective. The curriculum explores psychopathology—anxiety, neurosis, psychosis, and depression—focusing on prevention, diagnosis, and treatment. Emphasis is placed on evidence-based interventions and arts-based therapies in clinical practice. case study analysis.

Prerequisites: HU100 Reading and Critical Thinking and HU105 Research and Rhetoric (grade of C- or higher required in each course)

Fulfills: Art Education Psychology Elective (Art Education students) or Social Science Elective or Liberal Arts Elective; Art Therapy Minor Requirement; Art Education Minor Psychology Elective