

**SPVA**

# **ART AND DESIGN STUDENT HANDBOOK**

**THE UNIVERSITY OF  
SOUTHERN MISSISSIPPI  
SCHOOL OF PERFORMING  
AND VISUAL ARTS  
2021-2022**

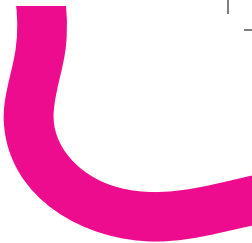


THE UNIVERSITY OF  
**SOUTHERN  
MISSISSIPPI**





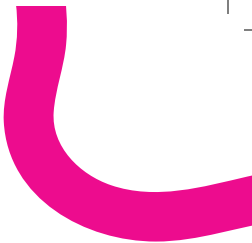
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**WELCOME**



# Welcome to Art & Design at USM!

Your professors have created this Handbook to help make the transition to being an art student at Southern Miss by providing you with all the information about resources, supplies, and opportunities to make your college years a success. While this guide will help orient you to your new adventure at USM, the information in here will be useful far into the future!

## WHAT WILL I LEARN?

Students begin their studies in the art foundations program, a first-year experience that includes studio courses in drawing, 2D and 3D design, and color theory. Advanced studio courses where students engage in production of art and courses in art history follow. Courses are oriented toward understanding the creative process, as well as comprehending and developing a personal sense of visual sophistication. Students develop confidence and a strong artistic vocabulary relating to the visual arts as a whole.



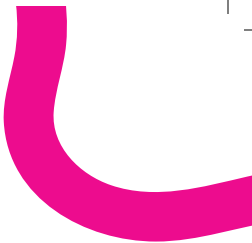
## **STUDENT SURVIVAL ADVICE**

*“As a current sophomore graphic design major here at USM, there are many things that I learned in my freshman year that I will certainly be taking with me into the next year. I think the biggest thing I learned last year is that your professors want you to succeed as much as you want to succeed. Each professor that I have had in the art program has went above and beyond to explain anything I need extra help with. However, you must be the one to tell them the areas you need help with! When you do, they will be more than excited to help because it shows that you care about the work you create. One of the most challenging classes I have had is a color theory design class.*

*Despite this, I would also consider it one of the most rewarding because of how often the professor took time out of his day to personally help me with areas I was struggling in. Not only do your teachers care, but the heads of the art program and your advisors care as well! Dr. Ventura has helped in a variety of ways from helping me join a class I thought I may not be able to get into to answering smaller questions that I have had about the art program! You should also keep in contact with your advisor throughout the semester to make sure that you are on the right track with the required classes for your major and/or minor. Finally, the last piece of advice that I would give incoming freshmen would be get involved! There are a variety of electives, clubs, and competitions specifically for art majors! Participating in these will allow you to meet new friends and maybe even help you to find new creative interests.”*

**- Mackenzie Masters, Graphic Design**





“The transition from high school to college can be intimidating, but you’ll quickly learn that our campus is, I think, one of the best— especially within the art community. Once you start your freshman courses for Art & Design, you’ll find that your peers are like minded and want to see each other succeed. Not only that, but our professors in the art department are so kind, patient, and understanding. They’ll help you with any problems you may have with coursework, or even just someone to talk to. In my own experience, they’ve been really supportive and uplifting.

The workload will be different now that you’re at the university, and time management will become very important. As long as you stick to your schedule, do the recommended outside work, and keep your head in the game, I have no doubts that you will be successful.

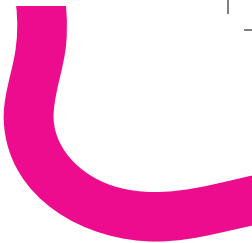
Speak with your advisor about anything and everything. They are there to assist you with your college career and making sure you stay on track. Speak with them at the beginning, middle and end of each semester at minimum. If you have any questions about changing majors, they’ll be happy to provide the information you need. They can also help answer questions you may have about what to do after you’ve graduated. Keeping the communication open with your advisor is another way to succeed. I wish I would have been more involved in the art community when I first started, but it’s never too late! Also, as someone who deals with mental health and the stress that comes with school, I wish I would have started using the mental health services on campus sooner. It’s a completely free service, and the staff involved are very helpful and supportive; it’s a safe space to talk freely and openly about what’s really going on. Everyone on cam-

pus wants to see you happy, healthy, and on a good path. Whatever you do, **don’t give up!** Lean on each other, on your professors, and you’ll be okay.”

– **Jessica Oglesby, Drawing and Painting**



# GENERAL INFORMATION



## **SCHOOL OF PERFORMING & VISUAL ARTS**

**T**he School of Performing and Visual Arts (SPVA) houses the Art & Design Program. At USM, the Art & Design Program is part of a larger school that includes the Dance Program and the Theatre Program. Each program functions independently in many ways with program coordinators who oversee each area. All the disciplines come together as a school administratively under the leadership of the school Director. The Director and Program Coordinators, in partnership with the Administrative Specialists, Faculty and Professional Staff, coordinate all artistic, performance/production, academic, and instructional activities. The overall context for the work in Art & Design, Dance and Theatre, is that all programs are both academic and producing units. We not only teach subject matter, but provide a bridge for students to use and apply their knowledge by creating art, and by so doing, mature in their understanding of our art forms. Work in classroom and labs enriches work in studios, galleries, rehearsal halls and theatres; and in a reciprocal manner, the art we create with our students enriches and furthers the teaching and learning in the School.

## **THE ART & DESIGN PROGRAM**

Art courses have been taught at USM since it first opened its doors in 1912, which means you are a part of a tradition that is as old as the University itself! The first degree programs in art began in 1947, and our history of excellence in the visual arts is continued through the efforts of our faculty and staff that ensure that traditional and current methods of instruction are included as part

of our diverse curriculum to ensure that our students gain the most comprehensive education in the visual arts. We are a dynamic program dedicated to creative and academic excellence.

The USM Art & Design program offers three professional BFA degrees with emphasis in either Drawing and Painting; Sculpture; and Graphic Design, as well as an Art BA, a liberal arts degree. We are an accredited institutional member of the National Association of Schools of Art & Design (NASAD), which is recognized by the United States Department of Education.

Art & Design further offers four distinct minors available to students across the University including a broad art minor as well as specialized minors in graphic design, sculpture, and art history.



## **OUR VISION & MISSION**

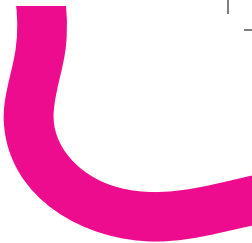
### ***The Mission of the Department of Art & Design is to:***

- Provide all students with an education that emphasizes comprehension and application of the expressive, theoretical, and investigative possibilities of the visual arts.
- Prepare students to excel as visual arts professionals in our contemporary societies;
- Encourage students to investigate culture, history, and technology through the visual arts;
- Serve as an educational and cultural resource for Mississippi, the Southeast, and the nation.

### ***To achieve this mission, the faculty has established five goals:***

- Provide students with hands-on, practical and theoretical art and studio training which serves to develop a lifelong awareness and participation in the visual arts.
- Strengthen students' abilities to present ideas visually, verbally, and in writing;
- Offer a wide range of experiences and exposures in studio art and art history;
- Strengthen students' cognitive problem-solving skills by encouraging creative thinking, not only as a tool for artistic expression, but as a preparation for a fulfilling life and successful career.

- Produce graduates who are aware of professional practices in the visual arts and who acquire the ability to explore and develop new media, techniques, and theories in studio art and art history.





## **FOUNDATIONS**

The core of all of our degree areas is our rigorous program in Art Foundations. All students, regardless of emphasis area, begin their art study by taking courses in Drawing, 2D Design, Color Theory, and 3D design. Our Foundations drawing curriculum consists of two courses. The first, ART 101 is a study of the possibilities of drawing as the expression of a variety of ways of seeing and thinking and the second, ART 102 is a continuation of ART 101 involving two-dimensional space, two-dimensional composition and sustained drawings. Our 2D Design course focuses on the study of the basic elements and principles of two-dimensional design and the ordering of them towards a Gestalt – the recognition that an organized whole is perceived as more than the sum of its parts.

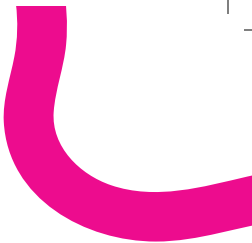
After successfully completing 2D Design, students continue their study of design with the introduction of Color Theory. In this course, students apply their understanding of color theory and applications of color to design problems. Our course in 3D Design challenges students with the concepts and basic visual problems in designing sculptural form with the dimensions of height, width, and depth. Together, these elemental courses in Art Foundations provide our students with the fundamental skills necessary to begin coursework in any of our BFA and BA degree programs.

## **ART HISTORY**

Also essential to the study of art & design are courses in the history of art. Students begin taking survey courses in global art history that span from the prehistoric to contemporary art. Students then choose from a variety of period specific art history classes that reinforce the role of art in society and underscore their own engagement with culture as makers of art.

### **BACHELOR OF FINE ARTS (BFA) IN ART WITH EMPHASIS IN DRAWING AND PAINTING:**

The objective of the Drawing and Painting area is to teach all students an understanding of the expressive and investigative possibilities of the two-dimensional formal plastic arts. For those who are professionally oriented, the area provides experiences of sufficient breadth and depth to develop professional standards of performance. Teaching is done by a two-dimensional visual form problem-solving method, using traditional materials on a planer surface to produce visual artwork. An open and ongoing dialogue about painting and drawing and visual aesthetics is done in group criticism sessions, as well as individual (one-on-one student / faculty) criticism sessions. This, combined with group classes and individual projects, will prepare the student for the senior project and exhibition. Advanced courses are individualized and highly independent.



#### Drawing and Painting area Academic Policies and Requirements:

- See University Academic Policies and Requirements
- Upon entering any of the visual arts degree programs within the School of Performing and Visual Arts, students will have to successfully complete a series of foundations art courses, which are prerequisites for more advanced classes.
- With the successful completion of all required foundation courses, drawing and painting students should possess a portfolio consisting of examples and performance in ART 101, ART 102, ART 111, ART 112 and ART 113 or their course equivalents for transfer students.
- For transfer students, a portfolio review is used to assist faculty in the drawing and painting area to advise students into courses appropriate to their level of skill and preparation.
- Additional requirements include a 2.5 GPA in the drawing and painting emphasis area.
- See individual course syllabi for list of required supplies.

#### **BACHELOR OF FINE ARTS (BFA) IN ART WITH EMPHASIS IN SCULPTURE**

The objective of the BFA in Sculpture is to offer students a complete and well-rounded curriculum in the three-dimensional art forms. Creative problem-solving in three-dimensional space and the history of the medium are the primary goals. It is important for the artist/student to be proficient in a wide range of materials and techniques. Concurrently, the student must endeavor

to invent and build an effective visual language as an expressive tool for art-making. They will be well versed in contemporary issues and theory related to art making as well as the historical contributions of other artists and institutions and have the skills, knowledge, and confidence to enter into creative careers, and/or successful entry into graduate school.

#### **Additional Sculpture area Academic Policies and Requirements:**

- See University Academic Policies and Requirements
- Upon entering any of the visual arts degree programs within the School of Performing and Visual Arts, students will have to successfully complete a series of foundations art courses, which are prerequisites for more advanced classes.
- Requirements include a 2.5 GPA in the Sculpture emphasis area.

Majors in Sculpture as well as anyone taking 400 level classes or above, are required to purchase their own leathers, helmets, gloves, breathing protection, etc. appropriate to metal pouring, welding and cutting, glaze preparation and kiln use. A small set of safety attire will be maintained by the department for training and the use of non-majors. See your instructor for a list of the appropriate attire.



## **BACHELOR OF FINE ARTS (BFA) IN ART WITH EMPHASIS IN GRAPHIC DESIGN**

In the Graphic Design area, students are prepared to work as both artists and communicators. They develop a high level of proficiency in traditional artistic and digital skills to transform artistic decisions into effective digital graphics for sophisticated audiences. Course work focuses on visual literacy; development of conceptual, aesthetic, and visualization skills; and creative problem solving. Students will learn Graphic Design skills and principles for identity design, type design, collateral design, editorial design, package design, poster design, information design, storyboarding, advertising design, and interactive (web) design.

- Instruction is supported by art studio and academic courses related to the design profession.
- Classroom experiences may be broadened through job internships in design firms, advertising agencies or corporate design studios.
- Numerous field trips, visiting artist presentations and work on actual, real world projects also expand the classroom experience.

In the initial graphic design courses, students are exposed to design theory, methodologies, and tools of visual communication. Conceptual, technical and presentation skills, based on commercial expectations and professional practices, are developed. Later course work emphasizes communication skills, technical and production skills, and the understanding of marketing and promotion.

At the completion of the senior year, students produce an extensive senior project, combining an area of personal vision with their professional goals. Successful completion of the program provides a professional portfolio and the skills necessary to enter the field.

### **Additional Graphic Design area Academic Policies and Requirements:**

- See University Admission Policies
- Students who intend to pursue a BFA with emphasis in Graphic Design are first admitted as majors with a BA in art and a Graphic Design emphasis. Students must successfully complete all art foundations classes followed by a specific 300-level course sequence in Graphic Design.

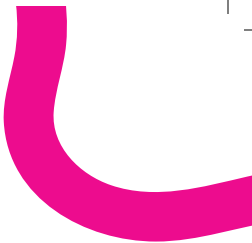
#### Sophomore Portfolio Review:

- Near the conclusion of a student's sophomore year, the Graphic Design Area Coordinator along with an Area Review Committee will review each student's performance
- Additional requirements include a 2.5 GPA in the emphasis area.

#### Technology Requirements for Graphic Design

- Apple Macintosh Laptop Computer
- Subscription to the Adobe Create Suite with appropriate software that meets or exceeds posted specifications
- Jump/Thumb Drive
- Portable Hard Drive, 1 TB or larger
- Dongle or USB C Adaptro for MacBook Pro





#### Educational Discounts

- Educational discounts for software are much more affordable: Go to the school bookstore or online for a discount program.
- Be sure to ask for the available educational discount price for your laptop if you order your computer online.
- We recommend that you insure your laptop. The University is not responsible for theft or damage of personal computer equipment.

#### **ART BACHELOR OF ARTS (BA)**

At its core, the Art BA is a degree in creative problem solving that is strongly grounded in the visual arts presented within a liberal arts framework. It is distinct from the professional degree – the BFA – in that it provides more flexibility in courses and more time for electives in other areas. After completing their foundation courses, students will select two distinct sequences in the visual arts that can include: graphic design; sculpture; ceramics; drawing; painting; and printmaking. Students also benefit from a broad liberal arts education that includes courses in foreign language, the humanities, and behavioral and social sciences that contribute to student success. This flexibility allows students to articulate and make connections between disciplines, providing a natural fit for students pursuing a double major in another field. Graduates with a BA in Art are well-informed and well-educated citizens, and career options include advanced study or employment in the arts and humanities, law, medicine, or any field that requires critical thinking and visual skills.

#### **Additional Art BA program Academic Policies and Requirements:**

- See University Academic Policies and Requirements
- Upon entering any of the visual arts degree programs within the School of Performing and Visual Arts, students will have to successfully complete a series of foundations art courses, which are prerequisites for more advanced classes.

#### **MINOR PROGRAMS**

Art & Design offers four distinct minors available to students across the University including a broad art minor as well as specialized minors in graphic design, sculpture, and art history.

*See Appendix B for more information.*



## **FACULTY CONTACT INFORMATION**

**F**aculty office hours are posted in syllabi and outside their offices each semester. If you cannot meet during the faculty member's office hours, you may make an appointment.

### ***Allen Chen***

Associate Professor, Ceramics  
Office, 3-D Arts Building (3-D) 104  
Allen.Chen@usm.edu

### ***Jacob Cotton***

Associate Professor, Graphic Design  
Office, George Hurst Building (GHB) 111C  
Jacob.Cotton@usm.edu

### ***Dr. Jennifer Courts***

Program Coordinator, Art & Design  
Associate Professor, Art History  
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### ***James Meade***

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### ***Marcus Michels***

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### ***Linh Nguyen***

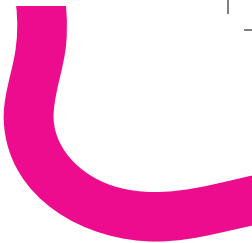
Assistant Professor, Graphic Design  
Office, George Hurst Building (GHB) 111D  
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### ***Mark Rigsby***

Assistant Professor and Gallery Director  
Office, George Hurst Building (GHB) 114  
Mark.Rigsby@usm.edu

### ***Jennifer Torres***

Professor, Sculpture  
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Jennifer.Torres@usm.edu



**STAFF CONTACT INFORMATION**

***Nicole Scannell***

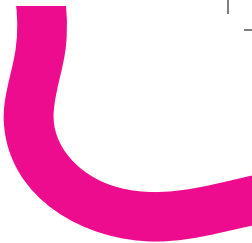
3D Shop Technician  
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***Dr. Cathy Ventura***

Administrative Specialist  
Office, George Hurst Building (GHB) 106  
Caterina.Ventura@usm.edu



# **MORE ABOUT THE ART & DESIGN PROGRAM**



## COMMUNICATION

**A**t the beginning of every semester, the art & design program holds an orientation meeting. This meeting, announced in advance, covers events for the semester, the SPVA calendar, policies, president's and dean's list announcements, guest artist's residencies, and more. All Art & Design majors are expected to attend.

## REVELRY

Annual, multi-arts event celebrating the artistic work of faculty and students in the School of Performing and Visual Arts at Southern Miss, which boasts over 50 events. Each spring, special programming of artistic and creative activities include master classes, workshops, guest and visiting artists, family-friendly events, and formal productions. Revelry is an opportunity for the programs in the School of Performing and Visual Arts, including Art & Design, Dance, and Theatre, to collaborate and build community within the School and throughout Hattiesburg. As a student you will have the opportunity to engage in new artistic experiences during the two weeks of Revelry.

<https://artdesign.usm.edu/revelry/>

## MUSEUM OF ART

The University of Southern Mississippi Museum of Art was established in 1997 by The Mississippi Institute of Higher Learning Board of Trustees, as an expansion of the C.W. Woods Gallery founded in 1977. Our museum's mission is to enrich the educational and cultural experience of the university and Hattiesburg community,

while at the same time serving as an educational platform for students in Art & Design.

In 2014, the Art & Design program and the Museum of Art moved to a new location in the historic George Hurst Building on Southern Miss Drive. The Gallery of Art & Design, a 2000 sq.ft. contemporary art gallery in George Hurst, is now the primary exhibition space for the Art & Design program and all Museum of Art exhibitions and events.

The Gallery of Art & Design exhibits national juried exhibitions and works on loan from artists, museums and collections from across the country. We also host visiting artist lectures and events each year, as well as showcase both student and faculty exhibitions. Each spring the Gallery of Art & Design hosts the Annual Student Show, a juried exhibition highlighting studio coursework made by students in all levels and areas of our visual arts program.

## ADVISING

Freshman students are advised through The USM University Advising Center:

<https://www.usm.edu/advisement-center/about.php>

The primary mission of the University Advisement Center is to provide holistic guidance to all first-year students to help them learn how to navigate SOAR and their degree plan, understand University policies and holds, and learn about resources that can support their academic success; the Center also provides walk-in support to any Southern Miss student with questions or interest in changing their major.

*The Art & Design advisor through the University Advise-*



ment Center is:

**John Faulconbridge**

John.Faulconbridge@usm.edu

601.266.5221

Office: LIB 203P

Freshman are additionally assigned an Art & Design Faculty Mentor, and you are encouraged reach out to your mentor with any questions prior to meeting with the University Advisement Center. Your mentor will become your advisor after your Freshman year.

All other Art & Design students must meet with their faculty advisors at least once a semester during the advising period to review their degree progress and plan for future semesters. This is necessary to remove your advising hold – aka, you can't enroll without it!

**GRADUATION**

**Applying for Graduation**

One semester before graduation, students must apply to graduate. Undergraduate students will complete the application form by logging into SOAR and navigating to the Student Center. Select Application for Graduation in the drop-down list of options under Academics. This form must be filled out online

An audit to make sure you are set to graduate will be performed prior to the start of the graduation term listed on your application. Undergraduate applicants will be contacted by the Dean's Office via a Preliminary Audit Letter which will be emailed to your USM account. You should review the materials sent as soon as they are received and contact the Program Coordinator regarding

any questions you may have regarding the audit. Note: Late fees are applied for undergraduate students filing after the published deadline.

**USM EXHIBITIONS**

**Art & Design Annual Student Show**

The Annual Student Show is a juried exhibition of works produced by Art & Design students in in all levels of the program. This greatly anticipated annual event is presented each spring and gives art students the opportunity to exhibit their creative achievements in visual arts produced over the past year and compete for awards in various categories. The student show features work from studio courses in art foundations, drawing, painting, printmaking, digital photography, ceramics, sculpture, and graphic design.

**Eligibility**

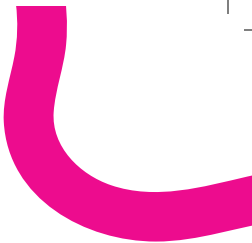
- Only currently enrolled USM students are eligible to participate in the Student Show.
- Art & Design studio coursework produced within one year prior to the deadline is eligible.

**Entry Deadline:**

- Entries are due each year at the end of February or the first of March.
- The show usually opens around the middle to end of March with an awards ceremony.

**Categories:**

- Foundations Categories: Drawing I and II, 2-D Design & Color Theory, and 3-D Design
- Fine Art Categories: Upper Level & Figure Drawing,



Painting, Printmaking, Sculpture, Ceramics

- Graphic Design Categories: Print, Packaging, Illustration, Typography, Web Design, Identity Campaigns (Logo Design and Branding), Digital Photography, and Motion Graphics

### **Entry Process:**

- Each student may submit up to 5 entries. (Some single entries may include more than one piece.)
- Students are encouraged to enter works in a variety of categories.
- Take a picture of each work you plan to enter.
- Complete the entry form online using the link provided. Hand-written forms will not be accepted.
- Upload image when completing the entry form. (This works from a computer or mobile device.)
- Submit the completed form and you will receive an email confirmation copy of the form.
- Print two copies of the email confirmation. This is your entry form.
- For each entry, have entries approved as coursework by having two copies signed by area instructor.
- Bring the two signed copies with each entry delivered for judging. Attach one copy to artwork.

### **Presentation Requirements:**

- Student name and title of work should be clearly written on back of all 2-D works.
- 2-D works should be properly mounted and/or matted, prior to delivery to the gallery.
- In some cases, 2-D works may be considered gallery ready even if unmounted, and as such, could be entered without mounting or matting. Professor must approve.
- No entries selected for the show can be removed for mounting or matting after judging is complete.
- Entries that are not presentable for hanging or display may be omitted by the gallery director.
- All framed works and paintings on stretched canvas must be wired and/or ready for hanging.
- 3-D works should not damage gallery floor. Students may be required to move and install heavy works.
- No works weighing more than 20 lbs. may be hung from the gallery ceiling.
- Works requiring specialized installation are eligible, but if selected, must be installed by the student with supervision and approval of the gallery director.

## SCHOLARSHIPS AND FUNDING OPPORTUNITIES

### GO Scholarship Application Process

The first step to getting a scholarship is applying through the GO Scholarship portal! The University of Southern Mississippi Foundation recognizes the importance of a quality education and is dedicated to helping students at Southern Miss find a way to achieve their higher education goals.

#### How to apply for scholarships:

- Click on the gold button below to access the Golden Opportunities System.
- Sign in to the scholarship application system using your Campus ID and SOAR password.
- Complete the application.
- If a scholarship is awarded, complete the acceptance process.

Students will be matched with scholarships for which they are eligible and will receive an email when a scholarship has been offered. Eligible students must be either currently enrolled or accepted for admission with plans to attend The University of Southern Mississippi for the 2021-22 academic year. Please send questions to [scholars@usm.edu](mailto:scholars@usm.edu).

### ART & DESIGN SCHOLARSHIP PORTFOLIO REVIEW

Each March, Art & Design students are encouraged to submit a portfolio containing up to ten works for consideration for one of our many student scholarships. Last year we gave away about \$24,000!

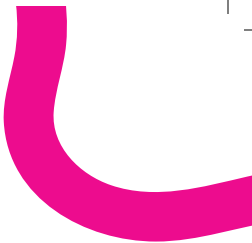
#### To be eligible:

- Make sure you have filled out your FAFSA and GO Scholarship applications
- Follow the guidelines and submit your application, unofficial transcripts and portfolio if applicable on the current students page of our website: [usm.edu/performing-visual-arts/current-students.php](https://usm.edu/performing-visual-arts/current-students.php)

For the scholarship portfolio review, the Art & Design Faculty would like to see up to ten examples of your best work that is no larger than 24 x 36 inches and placed inside of a portfolio. For larger artworks or 3D work, please include a quality printed photograph no smaller than 5x7 inches. This work is a selection of what you have made in studio art courses in Art & Design. If you are new to USM, you may submit artwork made elsewhere as long as it is current, original work. For freshman, the scholarship portfolio usually features a selection of works from your foundations courses. For sophomores and above, the portfolio usually features work from your primary area of study, or emphasis area. Please refer to application guidelines provided each year.

While we encourage a physical portfolio, sometimes due to outside circumstances or the scale/media of your work a digital portfolio is necessary.





## **USM SCHOLARSHIPS AND FUNDING OPPORTUNITIES**

### **The Drapeau Center for Undergraduate Research**

The Drapeau Center for Undergraduate Research (DCUR) at Southern Miss supports all aspects of undergraduate research and creative activity. There are many opportunities for Southern Miss undergraduate students to get involved in research, creative or other scholarly activities, find funding for these activities, or share their work on campus and beyond. Dance students have often benefited from these generous awards, so make sure to check them out!

<https://www.usm.edu/undergraduate-research/drapeau-center.php>

### **THE EAGLE SPUR PROGRAM**

- Supports undergraduate student research and creative activity with grants of up to \$1,000 for one- or two-semester projects and a travel supplement (if applicable) of up to \$500. Travel funds may be used to present at a conference, perform at a show, visit an archive, etc.. Project fund can be used for equipment, supplies—anything that allows you to devote time to your creative work.
- Learn more about the application process and download required forms
- **Fall Application Deadline:** October 15 for spring and summer projects; the application portal opens on September 1.

- **Spring Application Deadline:** March 15 for summer and fall projects; Application portal opens February 1.

### **THE DRAPEAU SUMMER RESEARCH GRANT PROGRAM**

- Supports undergraduate students' full-time research or creative activity during the summer (at least eight weeks) at Southern Miss.
- Awardees receive a \$4,000 summer stipend and may request up to \$1,000 additional funding to support their project.
- Typically, one or two summer grants per year are awarded, depending on available funds.
- Learn more about the application process and download required forms.
- Application deadline: March 15. Application portal opens February 1.



### **THE DCUR FUND FOR UNANTICIPATED OPPORTUNITIES**

Have you learned about an opportunity after the deadline for a Drapeau Center for Undergraduate Research (DCUR) grant competition has passed? DCUR may be able to offer limited financial support for a presentation at a conference or participation in a prestigious competition, attendance of a workshop or master class that will advance your work, realization of an invited exhibit, performance or choreography, or visits to collaborators and other travel that is important for your creative work. Funds are limited and available on a first-come/first-served basis. Fill out the at Unanticipated Opportunities Grant Application.

**Application deadline:** Continuous.

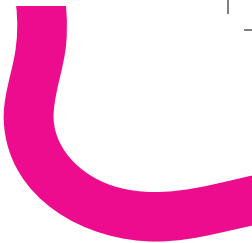
*<https://www.usm.edu/undergraduate-research/dcur-funding-opportunities.php>*

### **PARTNERS FOR THE ARTS EMERGING ARTIST AWARD**

Every Spring, the USM Partners for the Arts awards funding to support an “Emerging Artist.” This funding can be used towards materials, equipment, travel, or professional development. The application is easily completed and you can ask the program coordinator for deadlines and links to the application.

### **STUDENT INTERNSHIPS**

Art & Design supports our students in undertaking internships for college credits. If you are interested in an internship, please contact the Area Coordinator of your degree program for more information.





# ART & DESIGN STUDENT ORGS & COMMITTEES

## **THE ARTIST GUILD**

**T**he Artist Guild is an interdisciplinary visual arts student organization. In addition to hosting biannual sales featuring a variety of art, pottery, painting, jewelry, and more, members attend regional conferences such as the annual Alabama Clay Conference. The Artist Guild is growing in its scope and reputation by pairing with other art clubs, Creative Collective, and the Painting and Drawing program at USM.

## **CREATIVE COLLECTIVE**

Creative Collective is its place where design students can come together and further our education within the graphic design world. Whether that's through advanced tutorials through professors, guest speakers, workshop nights and so on it's just a place where we can come and get information outside of the classroom.

## **SPVA STUDENT ADVISORY COMMITTEE**

This student committee includes student representative from each program in SPVA: two undergrad each from Art & Design, Dance, Theatre, and one graduate representative from Theatre. This committee is advisory to the Director, and representatives are not voting members of any existing or planned faculty committee. Meetings are twice a semester in weeks 1 and 12. Student representative should be those who are committed to studying art, design, dance, and theatre at USM and who are invested in our programs. This committee is not intended to be a grievance committee or to usurp existing processes for student concerns. The committee serves an important role as programs

and the school make long term decision. Membership is elected. Terms are for one year.

In Art & Design, an annual call for nominations (self-nomination or nomination by faculty or peers) will be made in March with all nominations due by March 31. Nominated students will submit an application including a paragraph on why they want to serve along with a current resume and transcripts by April 15. Art & Design faculty will review the applications and vote to rank the students by formal ballot in a faculty meeting. The top two ranked students will serve on the SPVA Student Advisory Committee and the third and fourth ranked students will be retained as alternates. Selected students will be notified of their appointment and the meeting dates for the next academic year by April 30.

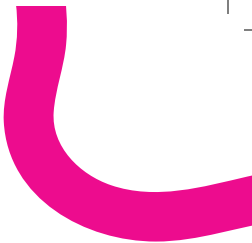
## **HOW TO CHARTER A NEW STUDENT ORGANIZATION**

If you have a group of 10 or more students interested in starting a new student organization, check out the following link for guidelines:

<https://www.usm.edu/leadership-student-involvement/charteringneworg.php>



# **ART & DESIGN PROGRAM & FACILITIES POLICIES**



*The School of Performing and Visual Arts, Art & Design, and its faculty and staff retain the right to prohibit any student from using its labs and studios if the safety policies and procedures stated in this handbook and/or listed in a course syllabus and/or given verbally by a faculty of staff member are not followed.*

### **PUBLIC SAFETY**

**T**he USM campus is monitored by the University Police, however, caution should still be used. Often students rehearse or work on class projects late at night. Always walk to your car or dorm with a friend. Do not walk on campus late at night alone.

### **GENERAL ART & DESIGN SAFETY POLICIES**

1. Absolutely no spray painting or use of polyester resin and certain other chemicals, including spray adhesive in the building.
2. No tobacco or alcohol allowed.
3. You are responsible for cleaning up your work area
4. Seek medical attention for injuries, <https://www.usm.edu/police/reporting-crime.php>
5. Always have your student ID.
6. No sleeping in studio spaces.

### **BUILDING, CLASSROOM, AND STUDIO SAFETY POLICIES:**

#### **The George Hurst Building Policies:**


The George Hurst Building (GHB) is located on the Southwest side of campus, next to McCain Library. GHB houses the main Art & Design office, 2D Foundations

classes, Painting and Drawing, Graphic Design and Art History. GHB is opened from 8:00 a.m. to 5:00 p.m. from Monday to Friday.

All Art & Design majors can use their USM ID card for swipe access to the building after hours and on weekends. Art minors and students taking art classes from other disciplines must visit GHB 106 to receive access. You must have your USM ID card with you at all times, and the studios, classrooms, and facilities at GHB are not open to the public.

#### **GHB 123-D and Skylight Studio Policies:**

1. Put paint thinner jars and other flammable liquids in the metal cabinet when not in use.
2. Paint thinner and other flammable liquids should be stored in a suitable container with a secure lid
3. Generally keep paint thinner jars covered when they sit out on the taboret during a painting session, unless in immediate use.
4. Observe posted studio procedures for the proper disposal of thinners and other flammable liquids, and solid paint waste (note the bright red cans located underneath the studio sinks in each studio)
5. Do not pour paint thinner down the drain of any plumbing in GHB.
6. Only use the slop sinks located in the studios for cleaning brushes.
7. Run the exhaust fan to disperse fume build-up in the painting studio while painting, and turn off the fan when leaving the studio---it is not designed to run continuously.
8. Do not use the wood chopper without first receiving



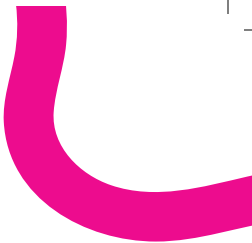
instructions for its safe operation.

9. Never spray fixative indoors, unless in a spray booth.
10. Always wear a protective mask when using fixative.
11. Wear protective gloves when handling toxic materials and products.
12. Do not eat or drink while handling painting materials and products.

#### **Graphic Design Classrooms and Studios Policies:**

1. Turn the cell phone to silent. **NO CALLS OR TEXTING DURING CLASS PERIOD.**
2. If caught using cell phone during class period, points will be deducted from final grade without warning. Headphone should only be usage during class work time. Volume should not disturb other and kept low enough to hear any class announcements.
3. Breaks are your business but **NOT** during demos or critiques.
4. Clean up after yourself. Before leaving your work area(s), make sure to wipe down the cutting mat and discard all un- wanted materials. Any items beside those of the classroom items or supplies will be discarded without notice.
5. **DO NOT PRINT** to the color printer(s) without authorization from an instructor or proper training. Discard any unwanted prints. **DO NOT** leave it in the printer or at the printers' area.
6. Spray mount **SHOULD NOT** be sprayed inside the classroom or anywhere inside of the building. Only spray mount in the spray booth and use proper coverage for the spraying process.
7. **DO NOT** spray mount on the tables or cutting mats.
8. Report any missing items, messy and unkept areas, or depleted resources, such as staples, printing paper, printer inks, etc. to instructors.
9. If items are removed from it original location, make sure to return it to its proper place.
10. Discard all used blades properly. Place them in the designated container and **DO NOT** leave them on the tables.





### **The 3D Arts Building Policies:**

The 3D Arts Building houses all 3D Foundations classes, Ceramics, and Sculpture. The 3D Arts Building is located on the Northside of campus, next to Century Park North and across the street from the parking garage, is open 8:00 a.m. to 5:00 p.m. from Monday to Friday. Students enrolled in classes in the 3D Arts Building receive a key code for each semester to access the building after hours. The shops and facilities at 3D are not open to the public and not accessible to students unless they are currently registered for a course that takes place in that facility.

### **3D Building Safety :**

1. The tools and processes used in the making of 3D art and used in the 3D Art Building are inherently dangerous. Injuries can occur at any time, to any part of the body and may or may not require hospitalization. Don't work alone and always seek medical care if injured.
2. Only students who are currently registered for a sculpture, ceramics or a 3D Design course are allowed in the 3D Building (located on W 4th St.) Have your ID on you at all times..
3. Only students currently registered for a sculpture, ceramics or 3D course are allowed to use any machinery, cupolas, kilns, tools and facilities located in and around the above-mentioned building.
4. Of the currently enrolled students only those who are appropriately outfitted for safety and certified by the instructor as "trained" can operate department tools, including but not limited to, kilns, hoists, all power wood shop tools, gas torches and welders, electrical welders, mixers, and iron and other metal melting and pouring equipment.
5. Do not enter or work in any studio or shop that is not part of your class.
6. All kilns, hoists, chemical rooms and cabinets and any other facilities deemed necessary by the faculty, department and/or University will be locked and only faculty, staff, and trained students will have access.
7. The backyard driveway is for loading/unloading only. Under no circumstances may students park out back.
8. Eye protection is required to enter most sculpture and ceramics labs and studios.
9. Closed shoes must be worn at all times. Absolutely no sandals or flip flops.
10. The 3D Area has the 3-Strikes policy, three safety infractions, that includes but is not limited to misuse of tools, damage or destruction of property, improper or not using personal safety gear, endangering yourself or others, will result in your being barred from all 3D building studios.

## LOCKER CHECK OUT POLICY

**A**rt & Design offers the use of student lockers as a privilege to students enrolled in classes in GHB. In the 3D Arts Building students have use of lockers and/or storage cubbies and shelves. Use of a locker is may be revoked at any time. The University of Southern Mississippi and the discipline of Art & Design is not responsible for lost, stolen and or damaged personal property stored in a locker. A locker is to be used at the student's own risk. Contents must be removed when announced by the department. A lock is required to be placed on the locker within 24 hours of issuance. Failure to remove contents or damage to the locker will result in a monetary fine.

Students must sign the Student Locker Agreement Form and thereby agrees to abide by the terms and conditions set forth by Art & Design.

1. All lockers and contents are subject to USM policies. <http://www.usm.edu/student-handbook>
2. Flammable materials, dangerous chemicals, explosives or weapons are strictly prohibited. Please refer to IHL 1106 for more information.
3. SPVA and Art & Design reserves the right to open any locker with or without consent of the student in instances where locker procedures are being abused or in the case of an emergency situation.
4. Illegal or controlled substances such as drugs or alcohol are strictly prohibited.
5. No perishable items (Food) are to be stored in lockers.
6. Students are not permitted to affix anything to the

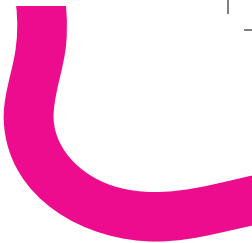
interior or exterior of the locker.

7. The locker is to be emptied of contents by 5 PM on Thursday before commencement in May.

### **Lack of compliance will cause action by the department to be implemented.**

- SPVA and Art & Design does not accept liability for any accident caused by misuse.
- Failure to clean out the locker by the designated date will result in a \$50 fine. Damage to a locker will result in a \$100 fine.

*Art & Design at USM will not tolerate the cutting of locks, the propping open of doors, unauthorized copying or sharing of keys and general misuse or disregard for other student's property, equipment, facilities or the health and safety of any person.*





# UNIVERSITY RESOURCES & STATEMENTS

## **OFFICE OF THE REGISTRAR**

**T**he Office of the Registrar supports teaching and learning at The University of Southern Mississippi. This office deals with any issues tied to registration for classes. Here you can find academic policies, the USM calendar, graduation information, the class schedule guide, final exam schedules, maps of campus, and more! It is located in the Kennard-Washington Hall, Room 110. Find their website here: <https://www.usm.edu/registrar/index.php>

Phone: (601) 266-5006 Fax: (601) 266-5816.

<https://www.usm.edu/registrar>

## **BUSINESS SERVICES**

Business Services bill students and third-party sponsors, post charges to student accounts, send refunds for credit balances, and accept payments and departmental deposits. Students can check account balance by logging in to SOAR and select Self Service>Learner Services>Finances. The Business office is located in Forrest County Hall, room 101. Phone: (601) 266-4137 Fax: (601) 266-5876.

<https://www.usm.edu/business-services>

## **FINANCIAL AID OFFICE**

It's likely that you are part of the more than 80 percent of the Southern Miss student population receives some form of financial assistance. You can find all information on scholarships, federal and state student aid, applications and more on the Office of Financial Aid Website:

<https://www.usm.edu/financial-aid/index.php>

The Financial Aid Office is located in Kennard-Washington Hall, Room 101.

**Phone:** (601) 266-4774 **Fax:** (601) 266-5769.

<https://www.usm.edu/financial-aid>

## **PARKING**

Students are required to register online at [usm.edu/parking](http://usm.edu/parking) before obtaining a parking permit number. Anyone who operates a vehicle on university-controlled property, regularly or occasionally, will be required to purchase a Department of Parking Management parking permit number.

<https://www.usm.edu/parking-transit-services/permit-information.php>

It will be useful to you to read the read the 2019-20 Traffic and Parking Regulations at

[https://www.usm.edu/parking-transit-services/2019\\_2020\\_parking\\_regulations.pdf](https://www.usm.edu/parking-transit-services/2019_2020_parking_regulations.pdf)

Annual Registration Fee for Parking Permit Numbers:

Student = \$162

iTech Help Desk at 266-HELP(4357);

<https://usm.edu/itech>

## **WIRELESS ACTIVATION**

Get information at:

[www.usm.edu/itech/student-hot-sheet](http://www.usm.edu/itech/student-hot-sheet)



### **E-MAIL ACCOUNTS**

USM provides email services to all current USM students, faculty, and staff. All students are required to activate their USM e-mail. In order to activate your e-mail account, you will need to log in to SOAR with your student ID or employee ID and password. Students can follow the directions located on the iTech Web site at: <https://www.usm.edu/itech>

### **CAMPUSID AND PASSWORD RESET**

After you have established your username and password, you can reset a lost or forgotten password by going to [campusid.usm.edu](http://campusid.usm.edu). CampusID will allow you to conveniently reset your password 24 hours a day.

### **EAGLE APPS ID**

After you have established your Eagle Apps e-mail username and password, you can reset a lost or forgotten password by going to [eagleappsid.usm.edu](http://eagleappsid.usm.edu). Eagle Apps ID will allow you to conveniently reset your password instantly without contacting the iTech Help Desk.

### **HOUSING/DEPARTMENT OF RESIDENCE LIFE**

The Department of Housing and Residence Life at Southern Miss offers a convenient and safe place for students to live while making the most of their social and academic lives. The department's mission is to provide a high quality physical, social and cultural environment that encourages and supports the holistic development of the residential student and the virtual student at home.

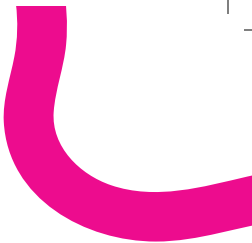
<https://www.usm.edu/housing-residence-life/index.php>

### **OFFICE OF STUDENT OUTREACH AND SUPPORT**

Although students need to attend every class session, we recognize that situations can arise affecting class attendance or submission of an assignment by its due date. It is the student's responsibility to provide an explanation to the course instructor relative to an absence(s). Follow the link below to submit an excuse to the University but remember that course instructors (at their discretion) determine whether they will excuse an absence, allow make-up work, change grades or reschedule an exam. [https://cm.maxient.com/reportingform.php?Univof-SouthernMiss&layout\\_id=8](https://cm.maxient.com/reportingform.php?Univof-SouthernMiss&layout_id=8)

### **OFFICE OF STUDENT SUCCESS**

The Center for Student Success at Southern Miss assists students and families with their transition into the university community and supports students on their journey to graduation. Through high-impact practices and intentional programs, they facilitate the holistic development of academic and personal identity. Their



office fosters purposeful engagement with students and families to ensure that students connect, persist, and succeed at Southern Miss.

<https://www.usm.edu/student-success/index.php>

### **OFFICE OF LEADERSHIP AND STUDENT INVOLVEMENT**

The Office of Leadership and Student Involvement provides valuable co-curricular experiences that exist to foster student growth and development while creating pathways for students to engage in the Southern Miss community. Simply put, we know that connections are critical to student success while in college. Make the most of your collegiate experience and get connected today.

<https://www.usm.edu/leadership-student-involvement/index.php>

### **OFFICE OF STUDY ABROAD**

The Office of Study Abroad (OSA) provides opportunities for students to earn USM academic credit abroad. The OSA offers approximately 25 faculty-led, exchange and internship programs in more than 20 countries. The office provides guidance to students on program selection, financial aid options and pre-departure preparation, as well as on-site support.

The School of Performing & Visual Arts is excited to offer courses through the British Studies Program. Check out their website or ask Profs. John Lawler (Art & Design), Stacy Reischman Fletcher (Dance) or Robin Aronson (Theatre) for more information!

<https://www.usm.edu/study-abroad/index.php>

### **UNIVERSITY POLICE**

The University of Southern Mississippi Police Department (UPD) is the police force of original jurisdiction on campus. It is staffed by 26 duly sworn, state-certified police officers with full arrest powers. The UPD employs a full-time staff of 14 residence hall security guards, six radio dispatchers and other support personnel. The UPD also works very closely with other law enforcement agencies, including the Hattiesburg Police Department, Forrest County Sheriff's Department, Mississippi Highway Patrol, Mississippi Bureau of Narcotics, Mississippi Alcohol Beverage Control and the local FBI office.

### **EMERGENCY TELEPHONES**

Thirty "code blue" emergency telephones are strategically located throughout the campus.

These highly visible phones allow callers to contact the University police with a single push of a button. Once activated, the location of the phone is immediately displayed to the University Police dispatch.

### **University Police Department**

(601) 266-4986

(in emergency call 911)

police@usm.edu

Bond Hall, First Floor West

## **PAYNE CENTER**

The Payne Center is our workout gymnasium on campus. This one-of-a-kind wellness facility features spaces that support a comprehensive recreation and fitness program for the entire university community. No matter what the season, the Payne Center features an indoor swimming pool, locker rooms complete with sauna, hair dryers and other amenities, and a locker and towel service. For the workout and sports enthusiast, the Payne Center offers a workout room fully equipped with circuit training equipment, Stairmasters, EFX machines, Cycle-Plus and more; free weight room; group exercise classes; racquetball and squash courts; and a gym that contains six badminton courts, four volleyball courts and four basketball courts. Other features are outdoor volleyball courts and complimentary equipment issue.

The Payne Center is located next to Reed Green Coliseum in the northwest corner of the Hattiesburg campus. It is free for students.

## **MOFFITT HEALTH CENTER**

USM Student Health Services is a multiservice health care provider located on the USM campus in Hattiesburg. All students enrolled at any USM campus are eligible to receive the services provided by coming to the facility on the Hattiesburg campus. A \$20 student fee is charged for each visit and can be placed on your student ID. Other services such as lab, x-ray, and pharmacy are not included in the \$20 fee. Students must present their photo ID at time of visit. Student Health Services is located on the bottom floor of Century Park South

## **General information and appointments:**

(601) 266-5390

Pharmacy: (601) 266-4075

E-mail: [clinicadmin@usm.edu](mailto:clinicadmin@usm.edu)

\*Feel free to email Student Health Services with any administrative or general service questions about our clinic. Email should not be used for health related questions. This email is not checked daily. If you have any health related questions please call or go to the clinic.

## **Hours of Operation:**

Monday - Wednesday, 8 a.m.-5 p.m.

Thursday, 9 a.m.- 5 p.m.

Friday, 8 a.m.-4:30 p.m.

## **Semester Breaks and Summer:**

M - W, F, 8 a.m. - 4:30 p.m. Th, 9 a.m.-4:30 p.m.

Closed 12-1.

## **Walk-In Services:**

Walk-In Services are available except on University holidays.

## **Scheduling an appointment:**

- Same day appointments can be made in the clinic via one of the three kiosks available to students in the lobby.
- Appointments can be made through the iSouthernMS app. Download the app, click on the "Health" icon, which will direct you to the online web portal to make your appointment.



- Appointments can be made online at our web portal via your computer at: <https://shsweb.usm.edu/Pyramedportal/Account/Logon?ReturnUrl=%2f-pyramedportal>.
- Call the front desk at 601.266.5390.
- We accept walk-ins but encourage appointments.

### **STUDENT COUNSELING SERVICES**

The University Student Counseling Services provides individual, group, and couples counseling for students. The goal of the SCS is to enhance individuals' functioning and improve their ability to meet their life goals. The office assists students in developing their full potential to cope with various life stressors. Individuals seek the services for a wide variety of reasons, including depression, anxiety, relationship concerns, low self-esteem, substance use or abuse, sexual orientation concerns, difficulties coping with past or recent trauma, problems with eating behaviors and difficulties adjusting to university life. All counseling services are provided at no charge. Contact with counselors at the center is confidential. The University SCS is located in Kennard-Washington Hall, Room 200. (601) 266-4829

### **FOR STUDENTS WITH DISABILITIES**

If a student believes that they have a disability which is covered by the Americans with Disabilities Act (ADA) and makes them eligible to receive classroom or housing accommodations, they should contact the Office for Disability Accommodations (ODA) for information regarding the registration process. Disabilities covered by the ADA may include but are not limited to ADHD, learning

disabilities, psychiatric disabilities, physical disabilities, chronic health disorders, temporary illnesses or injuries and pregnancies. Students should contact ODA if they are not certain whether their documented medical condition qualifies for ODA services. Students are only required to disclose their disability to the Office for Disability Accommodations. All information submitted to ODA by the student is held with strict confidentiality.

#### **Contact information:**

The University of Southern Mississippi  
Office for Disability Accommodations  
118 College Drive # 8586  
Hattiesburg, MS 39406-0001  
Voice Telephone: 601.266.5024 or 228.214.3302  
Fax: 601.266.6035

Individuals with hearing impairments should contact ODA using the Mississippi Relay Service at 1.800.582.2233 (TTY) or email ODA at [oda@usm.edu](mailto:oda@usm.edu).



### **MENTAL WELL-BEING STATEMENT**

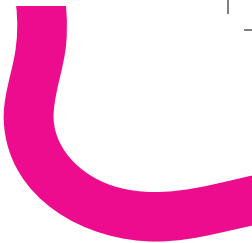
USM recognizes that students sometimes experience challenges that make learning difficult. If you find that life stressors such as anxiety, depression, relationship problems, difficulty concentrating, alcohol/drug problems, or other stressful experiences are interfering with your academic or personal success, consider contacting Student Counseling Services on campus at 601-266-4829. More information is also available at <https://www.usm.edu/student-counseling-services>. All students are eligible for free, confidential individual or group counseling services.

### **FOOD INSECURITY AND STUDENT HOMELESSNESS STATEMENT**

The University of Southern Mississippi recognizes that students and staff members may experience challenges beyond their control that impact their ability to take care of their essential needs, such as having food or a safe place to sleep. If you find yourself in need of food or shelter, please consider contacting the Eagle's Nest Food Pantry on the Hattiesburg campus at 601-2664025 or [eaglesnest@usm.edu](mailto:eaglesnest@usm.edu). All students, faculty, and staff are welcome to come to the Eagle's Nest Food Pantry and utilize the available resources free of charge.

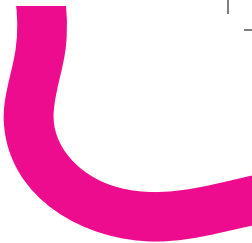
### **NONDISCRIMINATION STATEMENT**

The University of Southern Mississippi offers to all persons equal access to educational, programmatic and employment opportunities without regard to age, sex, sexual orientation, disability, pregnancy, gender identity, genetic information, religion, race, color, national origin, and/or veteran status pursuant to applicable state and federal law.





# ACADEMIC RESOURCES & POLICIES



## **FERPA**

**T**he Family Educational Rights and Privacy Act of 1974 as amended deals with one subject only: educational records. The purpose of the law is to define, more precisely than ever has been done, who may or may not see these records. On the one hand, the law grants students guaranteed access; on the other hand, it takes from the universities the privilege of indiscriminate disclosure.

### **The FERPA sets forth these main requirements:**

1. It allows a student access to each educational record that a university or college keeps on himself or herself.
2. It requires the institution to establish a policy on how students can access specific records.
3. It requires the institution to inform all students as to what rights they have under the amendment, how they can act on these rights according to school policy, and how they can see a copy of the policy.
4. It requires the institution to seek student permission, in writing, before disclosing any personally identifiable record to individuals other than professional personnel employed in the university or college and others who meet certain specified requirements.

The University of Southern Mississippi may release directory information on students to any interested member of the public unless the student requests in writing that it be withheld. Directory information is defined as the following: student's name, address, telephone

number, e-mail address, major, dates of attendance, classification, degree(s) earned, previous educational institutions attended, participation in university-recognized organizations and activities, weight and height of athletic team member, and honors and awards.

Individuals have the right to file a complaint with the U.S. Department of Education concerning alleged failures by the college to comply with the requirements of F-E-R-P-A. Students should contact the Family Policy Compliance Office, U.S. Department of Education, 400 Maryland Avenue, SW, Washington, D.C. 20202-4605.

## **GENERAL EDUCATION CURRICULUM**

All students at USM are required to complete 35 hours of General Education Courses (GEC). This is in addition to your dance major courses in order to graduate. Students take courses in Written Communication, Basic Science and Mathematics, Social Sciences and Humanities, the Arts, and Decision Making and Responsibility. These are listed on the degree plan page in the Undergraduate Bulletin. When you meet with your advisor every semester, they help you pick out GEC courses based on your interests and schedule. It is important that you do well in your GEC courses in order to remain in good standing in the university and in the dance program.



## **ADVISEMENT**

**E**ach semester art majors will meet with their assigned academic advisor. Your adviser is listed in your SOAR account. During advisement sessions, you should expect to discuss interim grades, courses to register for the next semester, and any other individual issues or concerns. Your advisor will help you create your schedule for the following semester, but you will have to complete enrollment by logging into SOAR.

## **SOAR**

SOAR is Southern's Online Accessible Records and contains all the student data that is maintained for graduate and undergraduate students. Students should regularly check their SOAR self service page for their academic status and other detailed information. Some of the information currently available on SOAR includes academic courses, contact information, grades, degree progress report, financial aid, account balance, academic advisor and contact information, enrollment appointment window, transfer credit report, demographic information, shopping cart (function allows you to make a list of courses you need or want to take in the future), etc.

## **COURSE ENROLLMENT STATEMENT**

It is the responsibility of each student to determine that he or she is appropriately enrolled in each course. Students are expected to confirm their registration in the selected courses prior to the last day to register for full-semester classes, the fifth class day of the semester.

The Business Office strictly enforces add/drop policies.

Thus, students should not request to add classes after the fifth class day, except in extenuating circumstances (e.g., removal from class roll because of tuition/fees nonpayment), and under no circumstances after the last day to drop full-semester classes without academic penalty.

Students can drop a course on SOAR up to the last day to drop full-semester classes without academic penalty. After that date, students should not ask to drop a course except in extenuating circumstances (e.g., medical incapacity), and under no circumstances after the University withdrawal deadline.

## **ADD/DROP INFORMATION**

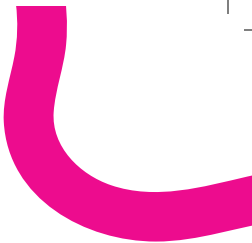
Academic and financial deadlines are at <http://www.usm.edu/registrar>.

## **INTERIM GRADES**

Interim grades are posted for all students. You can view these grades in SOAR and expect to address Interim grades during advisement sessions.

## **PRESIDENT'S LIST**

Students are placed on the President's List if they have earned a grade point average of 4.0 (all A's) on a load of 12 semester hours or more during fall or spring, nine or more during summer, provided they have no grade of Incomplete (I) for the term. Courses taken for pass-fail credit will not be used in computing the minimum academic load.



### **DEAN'S LIST**

Students are placed on the Dean's List if they have earned a grade point average of 3.5 or above on a minimum academic load of 12 semester hours or more during fall or spring, nine or more during summer, provided they have no grade of D or below for the term (includes F or Incomplete). Courses taken for pass-fail credit will not be used in computing the minimum academic load.

### **ACADEMIC STANDARDS**

An undergraduate student will be allowed to continue in the university as long as the cumulative grade point average (GPA) indicated in the following scale is maintained. A higher minimum allowable GPA is sometimes specified by specific colleges within the university. In such cases, the more stringent requirements supersede those that follow.

Total Hours Attempted Minimum Cumulative GPA Required (Including transfer credit)

(Southern Miss work only)

- 0 - 14 - 1.50
- 15 - 29 - 1.75
- 30 and above - 2.00

Total hours attempted will include credit taken at the university and approved transfer credits. Courses in which a student received grades of I, E or P will not earn quality points that contribute to the Southern Miss GPA.


The university expects all students, regardless of whether they are enrolled part-time or full-time, to meet certain academic standards. Students must assume

personal responsibility for their own intellectual growth and personal development and should take advantage of the opportunities for academic support that the university provides. If a student fails to maintain the quality of work necessary to make reasonable progress toward graduation, then the student will be placed on academic probation or suspension. The purpose of this policy is to help students re-establish an acceptable level of academic performance.

### **ACADEMIC PROBATION**

If a student does not attain the minimum cumulative GPA as indicated above, he or she is placed on academic probation at the end of the semester. Academic probation will be removed when the student attains an acceptable cumulative GPA. If the cumulative GPA at the end of the semester the student was on academic probation is lower than the minimums specified above or the semester GPA was at least a 2.00, the student will be placed on academic probation continued. A student may remain on academic probation continued for as long as he or she earns a semester GPA of at least a 2.00.

A student placed on academic probation continued may not enroll in a subsequent semester without the prior written approval of the chair or director of the student's current department or school and the dean of his or her college. A student placed on academic probation continued who fulfills the conditions of his or her contract may not enroll in a subsequent semester without the prior written approval of the chair or director of the student's current department or school.



*Attaining the required minimum cumulative GPA will clear all probation categories.*

### **ACADEMIC SUSPENSION**

A student will be suspended from the university the first semester he or she does not earn at least a 2.00 semester GPA while on academic probation continued. Also, regardless of hours attempted or probation status, any student earning a semester GPA of 0.00 (excluding Audit and P grades) will be suspended from the university, unless the cumulative GPA at the end of that semester meets the minimums listed above. The student may appeal suspension through a formal appeals process initiated with the chair or director of his or her major department or school. Any exception to the suspension policy must then be approved by the dean of the respective college with final approval for denied appeals only granted by the provost.

A student placed on academic suspension may not enroll at The University of Southern Mississippi until after the next semester (fall, spring or summer). The student may not transfer credits earned at any other university or college without prior written approval of the chair or director of the student's current department or school and the dean of his or her college. Any credits earned contrary to this policy will not count toward graduation requirements at Southern Miss.

After one semester on suspension, a student may be readmitted with prior written approval of the chair or director of the student's current department or school and the dean of his or her college. A student readmitted

following academic suspension must earn a minimum semester GPA of at least 2.25 or attain the required cumulative GPA. A student readmitted after academic suspension but who fails to attain the required semester GPA will be suspended for two semesters (fall, spring or summer).

Readmission after the required suspension period requires reinstatement to the university through "the change of academic status" process initiated with the chair or director of the student's current department or school and the dean of the college in which the student was enrolled as a major.

### **TRANSFER CREDIT**

Credits from other institutions are reviewed by the Program Coordinator and/or Director and if they are equivalent to courses offered at USM in terms of content and time, they will be accepted as transfer credits.

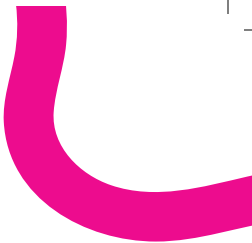
Students may enroll in summer courses at junior/community colleges to help complete GEC courses. If you plan to do this, you must complete the "Request for Permission to Transfer Credits" form prior to starting summer school.

Your last 32 credit hours must be completed at USM to graduate.

### **DEGREES WITH HONORS**

Students with exceptional academic records may be awarded degrees with honors or highest honors based on hours attempted at The University of Southern Mississippi. A degree with honors will be granted to a





student who maintains a cumulative grade point average of 3.5 or more. A degree with highest honors will be granted to a student who maintains a cumulative grade point average of 3.8 or more. Graduation with Latin designations will be granted to students who complete the requirements for Senior Honors in the Honors College. As an alternative to Senior Honors, graduating cum laude will be granted to students who meet the following stipulations: (a) the satisfactory completion of a comprehensive examination in the major field, such examination to be designed and administered by the department involved; (b) the satisfactory completion of a senior project resulting in a written report on that project meeting guidelines based on those presently in effect for senior Honors projects; (c) notice of intent to meet these requirements must be filed with the department chair or school director at least one calendar year prior to graduation and (d) an overall grade point average of 3.25 to 3.49. Graduating magna cum laude will be granted to students who meet the following stipulations: (a), (b) and (c) above, and (d) an overall grade point average of 3.50-3.79.

Graduation summa cum laude requires (a), (b), (c) and (d) an overall grade point average of 3.80 or above. Southern Miss does not round GPAs. A student's status concerning honors for commencement is based upon the student's cumulative GPA at the end of the term preceding the ceremony for which they will participate.

## **STUDENT CONDUCT**

Good manners provide the foundation for proper classroom behavior. Stated another way, USM students, regardless of the many perspectives they may bring to a given class, are expected to be courteous while in the classroom. Notably, students must be open to and respectful of the learning process in the classroom, even if, at times, their own beliefs or views about the material being presented are different. Although all students are expected to exhibit appropriate conduct, some simply do not know what constitutes proper classroom behavior. Some unacceptable classroom behaviors occur regularly on campus. Misconduct— which instructors are asked to bring to a halt— includes, but is not limited to, the following:

- Students continuing to talk after being asked by the instructor to stop.
- Students conducting side conversations during instruction.
- Students nonverbally showing disrespect for others.
- Students using vulgar, obscene, or other inappropriate classroom language.
- Students making disparaging remarks or making slurs based on age, religion, race, ethnicity, gender, nationality, disability, or sexual orientation.
- Student tardiness and disturbing classroom entrances.
- Students getting up during class, leaving, and then returning.
- Students packing up books and/or belongings be-



fore class is dismissed.

- Students using their cell phones, allowing them to ring, or text-messaging during class.
- Students inappropriately using computer or other technology in a disruptive way.
- Students verbally indicating dissatisfaction with an activity, assignment, or grade.
- Students sleeping in class and other inattentive behavior.

Source: <https://www.usm.edu/provost/internalportal/classroom-conduct-policy.php>

More information can be found in the USM Code of Student Conduct: <https://www.usm.edu/student-affairs/codeofstudentconductdocument2020.pdf>

### **COURSE WORKLOAD STATEMENT**

Students are expected to invest considerable time outside of class in learning the material for this course. The expectation of the University of Southern Mississippi is that each week students should spend approximately 2-3 hours outside of a lecture class for every hour in class working on reading, assignments, studying, and other work for the course. For online classes, the average amount spent on a three-credit-course is roughly ten hours per week, including all assignments and interactions.

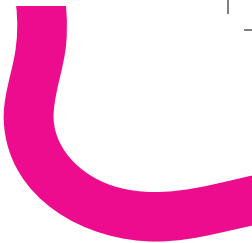
Studio classes in the visual arts are different. They blend traditional lecture with a studio component that allows students to put in practice. Students can expect to work 6-15 hours outside of class for each course. See you individual instructors for more details.

Studio and practicum classes in the performing arts are different. They often have increased contact hours—sometimes as much as 10-15 hours per week.

We realize that most students work and have family or other obligations. Time management is thus critical for student success. All students should assess their personal circumstances and talk with their advisors about the appropriate number of credit hours to take each term, keeping in mind that 30 credit hours each year are needed to graduate in four years. Resources for academic support can be found at on the Advisement Center's Resources page or at the virtual Student Success Library in our Center for Student Success.

### **GRADING POLICIES AND CALCULATION**

A list of possible grades at the University can be found in the Bulletin (<http://catalog.usm.edu>). Note that students will receive an “interim grade” at the seven-week point to give them an indication of their performance at that point in the semester. Students may drop a course with no penalty in the first week of the semester. If students wish to leave a course with a grade of “W” (for “withdrawal”), they may request to do so before the 50th day (specific dates can be found here: <https://www.usm.edu/registrar/calendars>). Important note: Students who receive a grade of W do not receive any money back and that grade is permanently included on their transcripts. Students should be aware that “Incompletes” can only be assigned in cases of “extraordinary circumstances” beyond the student’s control.



### **Speaking and Writing Centers**

The Writing Center and the Speaking Center are friendly spaces that provide individualized feedback and support to help Southern Miss students succeed with writing and speaking assignments for any class. The Centers offer one-to-one consultations for any stage of the process, including brainstorming, creating an outline, revising, learning editing strategies, and developing presentation skills. In Spring 2021, all Writing Center appointments are online only. The Speaking Center has online appointments, virtual drop-in hours, and limited in-person availability for the Spring 2021 semester. To make an appointment, visit [usm.mywconline.com](http://usm.mywconline.com) and create an account with your USM email address. Detailed instructions for making an appointment can be found at [usm.edu/writing-center](http://usm.edu/writing-center). Contact the Writing Center by email at [writingcenter@usm.edu](mailto:writingcenter@usm.edu) or by phone at (601) 266-4821. The Speaking Center can be reached at [speakingcenter@usm.edu](mailto:speakingcenter@usm.edu) or (601) 266-4965.

### **ACADEMIC INTEGRITY STATEMENT**

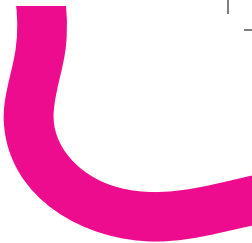
All students at the University of Southern Mississippi are expected to demonstrate the highest levels of academic integrity in all that they do. Forms of academic dishonesty include (but are not limited to):

- Cheating (including copying from others' work.)
- Plagiarism (representing another person's words or ideas as your own; failure to properly cite the source of your information, argument, or concepts.)
- Falsification of documents.
- Disclosure of test or other assignment content to another student.
- Submission of the same paper or other assignment to more than one class without the explicit approval of all faculty members' involved.
- Unauthorized academic collaboration with others
- Conspiracy to engage in academic misconduct.

Engaging in any of these behaviors or supporting others who do so will result in academic penalties and/or other sanctions. If a faculty member determines that a student has violated our Academic Integrity Policy, sanctions ranging from resubmission of work to course failure may occur, including the possibility of receiving a grade of "XF" for the course, which will be on the student's transcript with the notation "Failure due to academic misconduct."



# COMMUNITY & LOCAL RESOURCES



**LOCAL OPPORTUNITIES TO EXHIBIT WORK**

**South Mississippi Art Association**

The South Mississippi Art Association was established in 1964 by a group of Hattiesburg area artists with passion and dreams to further develop their talents and to display art to the public. Run by artists for artists, SMAA hosts an Annual Art Show for members with \$1500 in cash awards given! Check them out below:

<https://southmsart.com/>

**The Phyllis Downey Gallery**

The Phyllis Downey Gallery in University Baptist Church was established in 2014, and regularly hosts exhibitions including works by USM Art & Design Students.

<https://ubchm.org/gallery/>

**UBC Artist-in-Residence Program**

Artist-in-Residence program at UBC provides early career artists with secure studio space and basic necessities for creating works in the visual arts and features two renovated studios for artists to use during their residency. See below for application details:

<https://ubchm.org/artist-in-residence/>

**Hattiesburg Arts Council Emerging Artist Exhibit**

The Hattiesburg Arts Council has been a part of the community for over 50 years! They sponsor visual and performing arts programming as well as engaging lectures on the arts. Additionally, they host an emerging artist

exhibition each year that regularly feature our students,

so check them out:

<https://www.hattiesburgartscouncil.org/index.html>

**LOCAL GALLERIES AND MUSEUMS**

**Hattiesburg:**

Hattiesburg Cultural Center

<https://www.visithburg.org/event-meeting-planners/meeting-place/?aid=4374>

Hattiesburg Community Arts Center

<http://www.hattiesburgms.com/venue/hattiesburg-community-art-center/>

Phyllis Downey Gallery

<https://ubchm.org/gallery/>

Oddfellows Gallery

<https://www.facebook.com/oddfellowsgallery/>

**Laurel:**

LRMA – The Lauren Rogers Museum of Art

<https://www.lrma.org/>

**Meridian:**

The MAX – A Mississippi Museum

<https://www.msarts.org/>

Meridian Museum of Art

<https://meridianmuseum.org/>

**Jackson:**

Mississippi Museum of Art

<https://www.msmuseumart.org>



## **MS Gulf Coast**

Ohr-O'Keefe Museum of Art

<https://georgeohr.org/>

Walter Anderson Museum

<https://www.walterandersonmuseum.org/>

## **New Orleans:**

NOMA – The New Orleans Museum of Art

<https://noma.org/>

Ogden Museum of Southern Art

<https://ogdenmuseum.org/>

Contemporary Arts Center New Orleans

<https://cacno.org/>

## **RESOURCES FOR ART & DESIGN CLASSES:**

### **Sculpture and Ceramics Classes:**

#### **AirGas**

[https://locations.airgas.com/ms/hattiesburg/air-gas-store-soc5.html?utm\\_arg=3rd\\_party\\_local:-](https://locations.airgas.com/ms/hattiesburg/air-gas-store-soc5.html?utm_arg=3rd_party_local:-Google::Industrial:SOC5)

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5051 Highway 42 bypass

Hattiesburg, MS 39401

601-545-1800

Welding supplies, safety gear, consumables, discounts for USM students.

#### **Gas and Supply**

<https://www.gasandsupply.com/>

1512 Main Street

Hattiesburg, MS 39401

601-582-8215

Welding supplies, safety gear, consumables, discounts for USM students.

#### **Economy Supply**

<https://www.facebook.com/economysupplyco/>

200 East 2nd Street

Hattiesburg, MS 39401

601-582-1941

Old time style hardware store- lumber, hardware, sand, general supplies and tools.

#### **Laurel Machine and Foundry**

<http://www.lmfco.com/>

810 Front Street

Laurel MS, 39441

601-428-0541 (ask for 'sales')

Steel, aluminum, stainless, all sizes and shapes, reasonable delivery

#### **Dogwood Ceramic Supply**

<https://www.dogwoodceramics.com/>

12590 Dedeaux Rd,

Gulfport, MS 39503

228-831-4848

Clay, chemicals, tools, equipment and supplies

#### **Southern Pottery Equipment (Alligator Clay)**

<https://www.alligatorclay.com/>

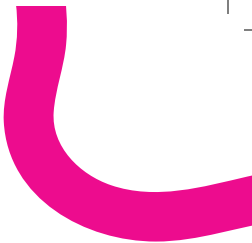
2721 W. Perdue Dr.

Baton Rouge, LA 70814

225-932-9457

Clay, dry chemicals, glazes, tools, and supplies

Also located in Hattiesburg- Home Depot, Lowe's, Harbor Freight, and Michael's Crafts.



### **Foundations, Painting, and Drawing Classes:**

#### **BLICK**

<https://www.dickblick.com>

#### **Hobby Lobby (Hattiesburg)**

5058 Hardy Street

Hattiesburg, MS 39402

(601) 261-5204

<https://www.hobbylobby.com>

#### **Michaels (Hattiesburg)**

Westwood Square Shopping Center

400 Hardy Street

Hattiesburg, MS 39402

(601) 264-1209

<https://www.michaels.com>

#### **Graphic Design Classes:**

#### **Hobby Lobby (Hattiesburg)**

5058 Hardy Street

Hattiesburg, MS 39402

(601) 261-5204

<https://www.hobbylobby.com>

#### **Michaels (Hattiesburg)**

Westwood Square Shopping Center

400 Hardy Street

Hattiesburg, MS 39402

(601) 264-1209

<https://www.michaels.com>

### **Quick Print Shops and Commercial Printers:**

#### **FedEx Office Print & Ship Center**

Multiple locations

#### **Office Depot**

Multiple locations

#### **The UPS Store**

Multiple locations

#### **Plan House Printing, Signs & Promotional**

1 Churchill St, Hattiesburg, MS 39402

(601) 336-6378

#### **Standard Print Shop**

400 W Pine St, Hattiesburg, MS 39403

(601) 602-8311

#### **Bourne Brothers Printing Inc**


5276 Old Hwy 42 Hattiesburg, MS 39401

(601) 582-1808

#### **Plan House Printing, Signs & Promotional**

1 Churchill St, Hattiesburg, MS 39402

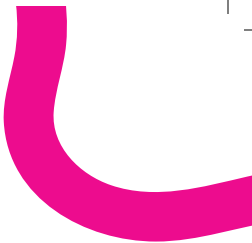
(601) 336-6378



# APPENDIX

# A





### ***Allen Chen***

#### **Associate Professor of Ceramics**

M.F.A, University of Notre Dame

B.F.A., San Jose State University

**E-mail:** allen.chen@usm.edu

Allen Chen was born in Taiwan and moved to California at age 12. Allen earned a BFA from San Jose State University and an MFA from The University of Notre Dame. He has been a long term artist in residence at Mendocino Art Center, Red Lodge Clay Center and Lawrence Arts Center. Allen was an assistant professor at Central State University from 2012-2014, and is currently an associate professor at The University of Southern Mississippi.

### ***Jacob Cotton***

#### **Associate Professor of Graphic Design**

M.F.A., Louisiana Tech University

B.F.A., Louisiana Tech University

**E-mail:** jacob.cotton@usm.edu

Jacob Cotton was raised in Walker, Louisiana and attended Louisiana Tech University. Professor Cotton received the Apple Award for Outstanding Teaching in the Edwards College of Fine Arts and Humanities at Coastal Carolina University, and in 2015 was awarded the Educator of the Year at the National Student Show and Conference.

### ***Dr. Jennifer Courts***

#### **Associate Professor of Art History**

Program Coordinator for Art & Design

Area Coordinator for the Art BA

Ph.D., Florida State University

M.A., Florida State University

B.A., Florida State University

**E-mail:** jennifer.courts@usm.edu

Jennifer Courts is Associate Professor of Art History and Program Coordinator for Art & Design at The University of Southern Mississippi. Her specialty is in Late Medieval and Early Modern Art in Northern Europe. Dr. Courts' research focuses on the advent of oil painting as a luxury medium in Franco-Flemish courts among members of the new nobility. She also works on the duality of queens and mistresses in the fifteenth-century French court.

### ***Janet Gorzegno***

#### **Professor of Drawing and Painting**


Area Coordinator for BFA with Emphasis in Drawing and Painting

M.F.A., Yale University

B..A., Drew University

**E-mail:** janet.gorzegno@usm.edu

Janet Gorzegno received an MFA in Painting from Yale University. In her paintings in gouache on paper, she invents for contemplation glimpses of the human, She has exhibited her work nationally and internationally in numerous juried and invitational shows and is affiliated with the Bowery Gallery in NYC, and she has been a



fellow at various artist residences including the Virginia Center for the Creative Arts, the Heliker-LaHotan Foundation, the Ragdale Foundation, the Hambidge Center for Arts & Sciences, the Millay Colony for the Arts, International Workshops in Assisi, and most recently the Virginia Center for Creative Arts.

### ***John Mark Lawler***

#### **Associate Professor of Graphic Design**

M.F.A., Louisiana State University and Agricultural & Mechanical College

B.A., Mississippi State University

**Email:** john.lawler@usm.edu

John Mark Lawler is an associate professor of graphic design at the University of Southern Mississippi in Hattiesburg, MS.. His work, which deals with memory, experiences and the effects of both on one's being, specifically in the area of self-improvement, has been exhibited widely across the United States and internationally. Professor Lawler's work spans a wide range of mediums including photography, mixed media collage and digital art.

### ***James Meade***

#### **Professor of Drawing and Painting**

M.F.A., University of Georgia

M.A., East Tennessee State University

B.A., East Tennessee State University

**E-mail:** james.meade@usm.edu

James Meade has a passion for teaching that remains as vibrant as his first day on the job over 50 years ago as a member of The University of Southern Mississippi's faculty. A native of Virginia, Meade attended the Uni-

versity of Virginia-Wise and then obtained bachelor's and master's degrees in art from East Tennessee State University, and a Master of Fine Arts from the University of Georgia. He also studied under the renowned American artist Hiram Williams. Meade's work has been featured in a total of 137 shows, 40 of them solo and 17 of them international.

### ***Marcus Michels***

#### **Associate Professor of Foundations**

M.F.A., Indiana University-Bloomington

M.A., Eastern Illinois University

B.F.A., Southern Illinois University-Carbondale

**E-mail:** marcus.michels@usm.edu

Marcus Michels received an MFA in Painting from Indiana University. His work has been exhibited in several solo exhibitions and two person exhibits, as well as numerous international juried, national juried, regional juried and invitational exhibitions. His work has been published in international juried annuals of contemporary painting. Michels has also received many awards, including a \$4000 Artist Fellowship for Painting from the Mississippi Arts Commission in 2019.

### ***Linh Nguyen***

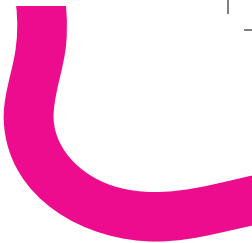
#### **Assistant Professor of Graphic Design**

M.F.A., University of Houston

B.F.A., University of South Alabama

**E-mail:** linh.nguyen@usm.edu

Linh Nguyen received a Bachelor of Fine Art in Graphic Design from the University of South Alabama and a Master of Fine Art in Graphic Design from the University of Houston. Before committing full time to academia,



she worked as a professional graphic designer for over 16 years. During this time, she designed work for a series of well-known corporate products and brands, including Canon, Nikon, Sprint, Dillard's, and Ruby Tuesday. Nguyen's artwork has been exhibited in Mobile, Alabama; Houston, Texas; and Pensacola, Florida. In 2017, her three-dimensional, free-standing origami typeface design was showcased at TypeCon National Conference in Boston, Massachusetts.

### **Mark Rigsby**

#### **Associate Professor**

Director of USM Museum of Art  
M.F.A., University of Alabama  
B.F.A., Auburn University

**E-mail:** mark.rigsby@usm.edu

Mark Rigsby received his BFA in Ceramics from Auburn University in 1991 and his MFA in Ceramics and Sculpture from the University of Alabama in 1997. In graduate school Rigsby began research in the ancient techniques of wood-fired ceramics and kiln construction. This research continues to inspire his work today. He has worked in clay for over 30 years.

Rigsby's studio work focuses on creating ceramic sculpture, as well as utilitarian wood-fired and soda-fired stoneware and porcelain. His work has been exhibited in national and international juried exhibitions across the country, some of which include: the Workhouse Clay National in Lorton, VA, the San Angelo Ceramics National, in San Angelo, TX, the American Craft Council Show in Atlanta, GA, and the Smithsonian Fine Craft Exhibition in Washington, DC.

### **Jennifer Torres**

#### **Professor of Sculpture**

Area Coordinator for Sculpture  
M.F.A., University of Georgia  
B.F.A., Cooper Union for the Advancement of Science and Art.

**E-mail:** Jennifer.torres@usm.edu

Jennifer Torres was born in Queens, NY and spent her childhood in Teaneck, NJ. She did her first four years of studio training as a teenager at the Art Students League in New York City and got her BFA at the Cooper Union, also in NYC. After graduating from Cooper she trained as a fine cabinet maker in New England and then got her MFA in Sculpture at the University of Georgia in Athens. Ms. Torres has lived in Hattiesburg, MS for 18 years where she has her studio and teaches sculpture at The University of Southern Mississippi in Hattiesburg, MS. She has had many exhibits of her sculptures and installations around the country and has won a number of awards and commissions.



# APPENDIX B

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art (Drawing and Painting) BFA Degree Requirements
Adviser Name: _____	(124 hours)
	Minimum Credits Required: _____

## Art (Drawing and Painting) BFA Degree Requirements (124 hours)

### Degree Plan (ARTDWPTBFA)

#### General Education Curriculum

##### GEC 01. Written Communication (6 hours)

Course Name	Hours
ENG 101 - Composition One	3 hrs.
ENG 102 - Composition Two	3 hrs.

##### GEC 02. Natural Science (8-10 hours minimum)

Select 2 courses with labs:

Course Name	Hours
AST 111 - General Astronomy I AND	3 hrs.
AST 111L - General Astronomy I Laboratory	1 hr.
AST 112 - General Astronomy II AND	3 hrs.
AST 112L - General Astronomy II Laboratory	1 hr.
BSC 103 - Biology and Society AND	3 hrs.
BSC 103L - Biology and Society Laboratory	1 hr.
BSC 107 - Essentials of Human Anatomy and Physiology AND	3 hrs.
BSC 107L - Essentials of Human Anatomy and Physiology Laboratory	1 hr.
BSC 110 - Principles of Biological Science I AND	3 hrs.
BSC 110L - Principles of Biological Science I Laboratory	1 hr.
BSC 111 - Principles of Biological Science II AND	3 hrs.
BSC 111L - Principles of Biological Science II Laboratory	1 hr.
CHE 104 - Chemistry and Our Environment AND	3 hrs.
CHE 104L - Chemistry and Our Environment Laboratory	1 hr.
CHE 106 - General Chemistry I AND	3 hrs.
CHE 106L - General Chemistry I Laboratory	1 hr.
GHY 104 - Weather and Climate AND	3 hrs.
GHY 104L - Weather and Climate Laboratory	1 hr.
GHY 105 - Land and Water AND	3 hrs.
GHY 105L - Land and Water Lab	1 hr.
GLY 101 - Physical Geology AND	3 hrs.
GLY 101L - Physical Geology Laboratory	1 hr.
GLY 103 - Historical Geology AND	3 hrs.
GLY 103L - Historical Geology Laboratory	1 hr.
MAR 151 - Introduction to Ocean Science AND	3 hrs.
MAR 151L - Introduction to Ocean Science Laboratory	1 hr.
PHY 103 - Introductory Physics AND	3 hrs.
PHY 103L - Introductory Physics Laboratory	1 hr.



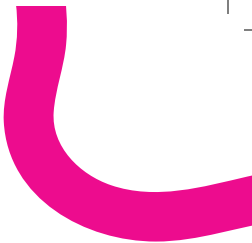
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PHY 111 - General Physics I AND	3 hrs.
PHY 111L - General Physics I Laboratory	1 hr.
PHY 112 - General Physics II AND	3 hrs.
PHY 112L - General Physics II Laboratory	1 hr.
PHY 201 - General Physics I with Calculus AND	4 hrs.
PHY 201L - General Physics I with Calculus Laboratory	1 hr.
PHY 202 - General Physics II with Calculus AND	4 hrs.
PHY 202L - General Physics II with Calculus Laboratory	1 hr.
PSE 190 - Living in a Material World AND	3 hrs.
PSE 190L - Lab for Living in a Material World	1 hr.
<b>GEC 03. Humanities (9 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 203 - World Literature	3 hrs.
<b>Select 2 courses, 1 History required:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
HUM 201 - Colloquium on the Pre-Modern World	3 hrs.
HUM 202 - Colloquium on the Modern World	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>GEC 04. Aesthetic Values (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation **	3 hrs.
MUS 165 - The Enjoyment of Music **	3 hrs.
THE 100 - Theatrical Expressions **	3 hrs.
<b>GEC 05. Social and Behavioral Sciences (6 hours)</b>	
Select 2 courses:	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>GEC 06. Mathematics (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
MAT 100 - Quantitative Reasoning ***	3 hrs.
MAT 101 - College Algebra	3 hrs.
• Higher-level MAT course	
<b>GEC 07. Writing-Intensive Requirement (Major Area)</b>	
<ul style="list-style-type: none"> <li>• See DEG. 01 #20 (WI)</li> <li>• <i>ENG 101 &amp; ENG 102 prerequisites</i></li> </ul>	
<b>GEC 08. Speaking Intensive Requirement (3 hours)</b>	

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Course Name	Hours
CMS 111 - Public Speaking (SI)	3 hrs.
<b>GEC 09. Capstone Requirement (Major Area)</b>	
Course Name	Hours
ART 428 - Painting Project (Capstone)	3 or 6 hrs.
<i>Must be taken Senior Year; ENG 101 &amp; ENG 102 prerequisites</i>	
<b>Note:</b>	
*This course satisfies both the GEC requirement and a program requirement for this major.	
**This particular GEC course is recommended by this major.	
***This course does not satisfy prerequisites for any other math course.	
GEC 07 - GEC 09 courses are specific to this major.	
For full description of the GEC, see here.	
<b>Program Curriculum</b>	
<b>DEG 01. Major Area of Study Requirements (80-83 hours)</b>	
<b>Foundations Program Requirements</b>	
Course Name	Hours
ART 101 - Drawing I	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 111 - Design I	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.
<b>Emphasis Area Requirements</b>	
Course Name	Hours
ART 201 - Figure Drawing I	3 hrs.
ART 202 - Figure Drawing II	3 hrs.
ART 301 - Drawing	3 hrs.
ART 302 - Drawing	3 hrs.
ART 303 - Drawing	3 hrs.
ART 321 - Painting I	3 hrs.
ART 322 - Painting II	3 hrs.
ART 323 - Painting III	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 334 - History of Art II	3 hrs.
ART 421 - Painting IV	3 hrs.
ART 422 - Painting V	3 hrs.
ART 423 - Painting VI	3 hrs.
ART 428 - Painting Project (Capstone) (6 hours)	3 or 6 hrs.
• Select 14 hours from any Art Studio Courses	
<b>Select 2 Art History courses; at least 1 must be a WI course:</b>	
Course Name	Hours
ART 400 - The Art of Italy	3 hrs.
ART 401 - Women and Art (WI)	3 hrs.
ART 402 - Arts of Asia (WI)	3 hrs.
ART 415 - Graphic Design History	3 hrs.
ART 431 - Ancient Art History (WI)	3 hrs.
ART 432 - Medieval Art History (WI)	3 hrs.
ART 433 - Northern Renaissance Art History (WI)	3 hrs.
ART 434 - Italian Renaissance Art History (WI)	3 hrs.
ART 435 - Baroque and Rococo Art History (WI)	3 hrs.
ART 436 - Nineteenth Century Art History (WI)	3 hrs.
ART 437 - Art 1900-1940 (WI)	3 hrs.
ART 438 - Art 1940-Present (WI)	3 hrs.
ART 498 - British Studies, Art History	3-6 hrs.
<b>DEG 02. Electives</b>	

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Art (Drawing and Painting) BFA Degree Requirements (124 hours) - University of Southern Mississippi - Acalog ACMS™

Choose electives as needed with adviser's approval. (See Hours to Degree below.)

### Hours to Degree

124 hours are needed to graduate with a BFA in Art with an emphasis in Drawing and Painting. At least 50 percent of the hours applied to a degree at The University of Southern Mississippi must be earned from a senior college, and 30 of these hours must be in courses 300 or above. The student must earn at least 21 of the last 30 hours of course work and at least 12 hours in the major area of study from Southern Miss. See Residence Hour Requirements for more information.

Notes:





Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art (Drawing and Painting) BFA Semester Guide
Adviser Name: _____	Minimum Credits Required: _____

## Art (Drawing and Painting) BFA Semester Guide

### Freshman

#### 1st semester (15 hours)

Course Name	Hours
ENG 101 - Composition One	3 hrs.
ART 101 - Drawing I	3 hrs.
ART 111 - Design I	3 hrs.
MAT 100 - Quantitative Reasoning or	3 hrs.
MAT 101 - College Algebra	3 hrs.
• or Higher level MAT course	

#### Select 1:

Course Name	Hours
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation	3 hrs.
MUS 165 - The Enjoyment of Music	3 hrs.
THE 100 - Theatrical Expressions	3 hrs.

#### 2nd semester (15 hours)

Course Name	Hours
ENG 102 - Composition Two	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.

#### Select 1:

Course Name	Hours
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.

### Sophomore

#### 1st semester (16 hours)

Course Name	Hours
Laboratory Science 4 hrs.	
ART 201 - Figure Drawing I	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 321 - Painting I	3 hrs.
Art Studio Elective 3 hrs.	

#### 2nd semester (16 hours)

Course Name	Hours
Laboratory Science 4 hrs.	
ART 202 - Figure Drawing II	3 hrs.
ART 334 - History of Art II	3 hrs.
ART 322 - Painting II	3 hrs.
Art Studio Elective 3 hrs.	

### Junior

#### 1st semester (15 hours)

Course Name	Hours
ENG 203 - World Literature	3 hrs.

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ART 301 - Drawing	3 hrs.
ART 323 - Painting III	3 hrs.
Art History (400 level) 3 hrs. Art Studio Elective 3 hrs.	
<b>2nd semester (15 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 302 - Drawing	3 hrs.
ART 421 - Painting IV	3 hrs.
Art History (400 level) 3 hrs. Art Studio Elective 3 hrs.	
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>Senior</b>	
<b>1st semester (17 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 303 - Drawing	3 hrs.
ART 422 - Painting V	3 hrs.
Art Studio Elective 3 hrs. Elective 2 hrs.	
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
CSC 100 - Introduction to Computing	3 hrs.
IT 201 - Introduction to Educational Technology	3 hrs.
LIS 201 - Introduction to Information Literacy	3 hrs.
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>2nd semester (12 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 423 - Painting VI	3 hrs.
ART 428 - Painting Project	3 or 6 hrs.
CMS 111 - Public Speaking	3 hrs.
<b>Select 1 course:</b>	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>Notes:</b>	

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Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art (Graphic Design) BFA Degree Requirements (124 hours)
Adviser Name: _____	Minimum Credits Required: _____

## Art (Graphic Design) BFA Degree Requirements (124 hours)

### Degree Plan (ARTGRDBFA)

#### General Education Curriculum

##### GEC 01. Written Communication (6 hours)

Course Name	Hours
ENG 101 - Composition One	3 hrs.
ENG 102 - Composition Two	3 hrs.

##### GEC 02. Natural Science (8-10 hours minimum)

Select 2 courses with labs:

Course Name	Hours
AST 111 - General Astronomy I AND	3 hrs.
AST 111L - General Astronomy I Laboratory	1 hr.
AST 112 - General Astronomy II AND	3 hrs.
AST 112L - General Astronomy II Laboratory	1 hr.
BSC 103 - Biology and Society AND	3 hrs.
BSC 103L - Biology and Society Laboratory	1 hr.
BSC 107 - Essentials of Human Anatomy and Physiology AND	3 hrs.
BSC 107L - Essentials of Human Anatomy and Physiology Laboratory	1 hr.
BSC 110 - Principles of Biological Science I AND	3 hrs.
BSC 110L - Principles of Biological Science I Laboratory	1 hr.
BSC 111 - Principles of Biological Science II AND	3 hrs.
BSC 111L - Principles of Biological Science II Laboratory	1 hr.
BSC 250 - Human Anatomy and Physiology I AND	3 hrs.
BSC 250L - Human Anatomy and Physiology I Laboratory	1 hr.
BSC 251 - Human Anatomy and Physiology II AND	3 hrs.
BSC 251L - Human Anatomy and Physiology II Laboratory	1 hr.
CHE 104 - Chemistry and Our Environment AND	3 hrs.
CHE 104L - Chemistry and Our Environment Laboratory	1 hr.
CHE 106 - General Chemistry I AND	3 hrs.
CHE 106L - General Chemistry I Laboratory	1 hr.
GHY 104 - Weather and Climate AND	3 hrs.
GHY 104L - Weather and Climate Laboratory	1 hr.
GHY 105 - Land and Water AND	3 hrs.
GHY 105L - Land and Water Lab	1 hr.
GLY 101 - Physical Geology AND	3 hrs.
GLY 101L - Physical Geology Laboratory	1 hr.
GLY 103 - Historical Geology AND	3 hrs.
GLY 103L - Historical Geology Laboratory	1 hr.

MAR 151 - Introduction to Ocean Science AND	3 hrs.
MAR 151L - Introduction to Ocean Science Laboratory	1 hr.
PHY 103 - Introductory Physics AND	3 hrs.
PHY 103L - Introductory Physics Laboratory	1 hr.
PHY 111 - General Physics I AND	3 hrs.
PHY 111L - General Physics I Laboratory	1 hr.
PHY 112 - General Physics II AND	3 hrs.
PHY 112L - General Physics II Laboratory	1 hr.
PHY 201 - General Physics I with Calculus AND	4 hrs.
PHY 201L - General Physics I with Calculus Laboratory	1 hr.
PHY 202 - General Physics II with Calculus AND	4 hrs.
PHY 202L - General Physics II with Calculus Laboratory	1 hr.
PSE 190 - Living in a Material World AND	3 hrs.
PSE 190L - Lab for Living in a Material World	1 hr.
<b>GEC 03. Humanities (9 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 203 - World Literature	3 hrs.
<b>Select 2 courses, 1 History required:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
HUM 201 - Colloquium on the Pre-Modern World	3 hrs.
HUM 202 - Colloquium on the Modern World	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>GEC 04. Aesthetic Values (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation **	3 hrs.
MUS 165 - The Enjoyment of Music **	3 hrs.
THE 100 - Theatrical Expressions **	3 hrs.
<b>GEC 05. Social and Behavioral Sciences (6 hours)</b>	
Select 2 courses:	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>GEC 06. Mathematics (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
MAT 100 - Quantitative Reasoning ***	3 hrs.
MAT 101 - College Algebra	3 hrs.
• Higher-level MAT course	

**GEC 07. Writing-Intensive Requirement (Major Area)**

- See DEG. 01 (WI)  
*ENG 101 & ENG 102 prerequisites*

**GEC 08. Speaking Intensive Requirement (Major Area)**

Course Name	Hours
ART 441 - Graphic Communication (SI)	3 hrs.

**GEC 09. Capstone Requirement (Major Area)**

Course Name	Hours
ART 448 - Graphic Communication Project (Capstone)	3 hrs.
<i>Must be taken Senior Year; ENG 101 &amp; ENG 102 prerequisites</i>	

**Note:**

\*This course satisfies both the GEC requirement and a program requirement for this major.

\*\*This particular GEC course is recommended by this major.

\*\*\*This course does not satisfy prerequisites for any other math course.

GEC 07 - GEC 09 courses are specific to this major.

For full description of the GEC, see here.

**Program Curriculum****DEG 01. Major Area of Study Requirements (89 hours)**

Art majors pursuing the Graphic Design emphasis are required to own a specifically equipped Apple/Macintosh laptop computer as a prerequisites for all 300 and 400 level graphics courses. See adviser for more details.

Course Name	Hours
ART 316 - Introduction to Design Software	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 334 - History of Art II	3 hrs.
ART 341 - Graphic Design I/Production	3 hrs.
ART 342 - Graphic Design II/Typography	3 hrs.
ART 343 - Graphic Design III/Presentation	3 hrs.
ART 344 - Illustration	3 hrs.
ART 384 - Digital Photography for Graphic Designers I	3 hrs.
ART 415 - Graphic Design History	3 hrs.
ART 441 - Graphic Communication (SI) (taken 3 times over 3 semesters)	3 hrs.
ART 442 - Interactive Design I	3 hrs.
ART 443 - Interactive Design II	3 hrs.
ART 444 - Graphics Design Portfolio	3 hrs.
ART 445 - Motion Graphics I: Introduction Design in Motion	3 hrs.
ART 448 - Graphic Communication Project (Capstone)	3 hrs.

**Select 20 hours from the following Art/Design courses:**

Course Name	Hours
ART 202 - Figure Drawing II	3 hrs.
ART 221 - Technical Foundations for Painting	3 hrs.
ART 301 - Drawing	3 hrs.
ART 302 - Drawing	3 hrs.
ART 303 - Drawing	3 hrs.
ART 321 - Painting I	3 hrs.
ART 322 - Painting II	3 hrs.
ART 323 - Painting III or ART 323CA	3 hrs.
ART 341 - Graphic Design I/Production	3 hrs.
ART 342 - Graphic Design II/Typography	3 hrs.
ART 343 - Graphic Design III/Presentation	3 hrs.
ART 344 - Illustration	3 hrs.
ART 353 - Ceramics III	3 hrs.
ART 362 - Sculpture II	3 hrs.
ART 363 - Sculpture III	3 hrs.
ART 371 - Printmaking I	3 hrs.

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ART 372CA	
ART 373 - Printmaking III.	3 hrs.
ART 374 - Special Problems in Printmaking	3 hrs.
ART 381 - Photography I	3 hrs.
ART 382 - Photography II	3 hrs.
ART 412 - Crafts I	3 hrs.
ART 416 - Graphic Design Student Agency	3 hrs.
ART 421 - Painting IV or ART 421CA	3 hrs.
ART 422 - Painting V	3 hrs.
ART 423 - Painting VI	3 hrs.
ART 441 - Graphic Communication	3 hrs.
ART 442 - Interactive Design I	3 hrs.
ART 443 - Interactive Design II	3 hrs.
ART 444 - Graphics Design Portfolio	3 hrs.
ART 445 - Motion Graphics I: Introduction Design in Motion	3 hrs.
ART 446 - Motion Graphics II: Advanced Problems for Design in Motion	3 hrs.
ART 451 - Ceramics IV	3 hrs.
ART 452 - Ceramics V	3 hrs.
ART 453 - Ceramics VI	3 hrs.
ART 461 - Sculpture IV	3 hrs.
ART 462 - Sculpture V	3 hrs.
ART 463 - Sculpture VI	3 hrs.
ART 471 - Advanced Printmaking IV	3 hrs.
ART 472 - Advanced Printmaking V	3 hrs.
ART 473 - Advanced Printmaking VI	3 hrs.
ART 481 - Photography IV	3 hrs.
ART 482 - Studio Photography	3 hrs.
ART 483 - Experimental Photography	3 hrs.
ART 491 - Art Internship	1-9 hrs.
ART 492 - Special Problems in Art	1-3 hrs.
ART 498 - British Studies, Art History or ART 498CA	3-6 hrs.
ART 499 - British Studies, Art Studio or ART 499CA	3-6 hrs.

**Foundations Program Requirements**

Course Name	Hours
ART 101 - Drawing I	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 111 - Design I	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.

**Select 1 Art History course:**

Course Name	Hours
ART 401 - Women and Art (WI)	3 hrs.
ART 402 - Arts of Asia (WI)	3 hrs.
ART 431 - Ancient Art History (WI)	3 hrs.
ART 432 - Medieval Art History (WI)	3 hrs.
ART 433 - Northern Renaissance Art History (WI)	3 hrs.
ART 434 - Italian Renaissance Art History (WI)	3 hrs.
ART 435 - Baroque and Rococo Art History (WI)	3 hrs.
ART 436 - Nineteenth Century Art History (WI)	3 hrs.
ART 437 - Art 1900-1940 (WI)	3 hrs.
ART 438 - Art 1940-Present (WI)	3 hrs.

**Hours to Degree**

124 hours are needed to graduate with a BFA in Art with an emphasis in Graphic Design. At least 50 percent of the hours applied to a degree at The University of Southern Mississippi must be earned from a senior college, and 30 of these hours must be in courses numbered 300 or above. The student must earn at least 21 of the last 30 hours of course work and at least 12 hours in the major area of study from Southern Miss. See Residence Hour Requirements for more information.

**Notes:**

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Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art (Graphic Design) BFA Semester Guide
Adviser Name: _____	Minimum Credits Required: _____

## Art (Graphic Design) BFA Semester Guide

### Freshman

#### 1st semester (15 hours)

Course Name	Hours
ENG 101 - Composition One	3 hrs.
HIS 101 - World Civilizations: Beginnings to 1500 C.E. or	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
MAT 100 - Quantitative Reasoning or	3 hrs.
MAT 101 - College Algebra or Higher level MAT course	3 hrs.
ART 101 - Drawing I	3 hrs.
ART 111 - Design I	3 hrs.

#### 2nd semester (15 hours)

Course Name	Hours
ENG 102 - Composition Two	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.

#### Select 1:

Course Name	Hours
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.

### Sophomore

#### 1st semester (16 hours)

Course Name	Hours
Laboratory Science 4 hrs.	
ART 316 - Introduction to Design Software	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 342 - Graphic Design II/Typography	3 hrs.
• Art Studio Elective 3 hrs.	

#### 2nd semester (16 hours)

Course Name	Hours
Laboratory Science 4 hrs.	
ART 334 - History of Art II	3 hrs.
ART 343 - Graphic Design III/Presentation	3 hrs.
ART 384 - Digital Photography for Graphic Designers I	3 hrs.
• Art Studio Electives 3 hrs.	

### Junior

#### 1st semester (17 hours)

Course Name	Hours
ENG 203 - World Literature	3 hrs.
Art History (400 level) 3 hrs.	
• Art Studio Elective (2 hours minimum) 2 hrs.	
ART 341 - Graphic Design I/Production	3 hrs.
ART 441 - Graphic Communication	3 hrs.
ART 442 - Interactive Design I	3 hrs.

<b>2nd semester (15 hours)</b>	
Course Name	Hours
ART 344 - Illustration	3 hrs.
ART 415 - Graphic Design History	3 hrs.
ART 441 - Graphic Communication	3 hrs.
ART 443 - Interactive Design II	3 hrs.
<b>Select 1:</b>	
Course Name	Hours
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>Senior</b>	
<b>1st semester (15 hours)</b>	
Course Name	Hours
ART 441 - Graphic Communication	3 hrs.
Art Studio Elective 3 hrs. Art Studio Elective 3 hrs.	
ART 445 - Motion Graphics I: Introduction Design in Motion	3 hrs.
<b>Select 1 course:</b>	
Course Name	Hours
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>2nd semester (15 hours)</b>	
Course Name	Hours
ART 444 - Graphics Design Portfolio	3 hrs.
ART 448 - Graphic Communication Project	3 hrs.
Art Studio Elective 3 hrs. • Art Studio Elective 3 hrs.	
<b>Select 1:</b>	
Course Name	Hours
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation	3 hrs.
MUS 165 - The Enjoyment of Music	3 hrs.
THE 100 - Theatrical Expressions	3 hrs.
<b>Notes:</b>	



Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art (Sculpture) BFA Degree Requirements (124 hours)
Adviser Name: _____	Minimum Credits Required: _____

## Art (Sculpture) BFA Degree Requirements (124 hours)

### Degree Plan (ART3DDSBFA)

#### General Education Curriculum

##### GEC 01. Written Communication (6 hours)

Course Name	Hours
ENG 101 - Composition One	3 hrs.
ENG 102 - Composition Two	3 hrs.

##### GEC 02. Natural Science (8-10 hours minimum)

Select 2 courses with labs:

Course Name	Hours
AST 111 - General Astronomy I AND	3 hrs.
AST 111L - General Astronomy I Laboratory	1 hr.
AST 112 - General Astronomy II AND	3 hrs.
AST 112L - General Astronomy II Laboratory	1 hr.
BSC 103 - Biology and Society AND	3 hrs.
BSC 103L - Biology and Society Laboratory	1 hr.
BSC 107 - Essentials of Human Anatomy and Physiology AND	3 hrs.
BSC 107L - Essentials of Human Anatomy and Physiology Laboratory	1 hr.
BSC 110 - Principles of Biological Science I AND	3 hrs.
BSC 110L - Principles of Biological Science I Laboratory	1 hr.
BSC 111 - Principles of Biological Science II AND	3 hrs.
BSC 111L - Principles of Biological Science II Laboratory	1 hr.
BSC 250 - Human Anatomy and Physiology I AND	3 hrs.
BSC 250L - Human Anatomy and Physiology I Laboratory	1 hr.
BSC 251 - Human Anatomy and Physiology II AND	3 hrs.
BSC 251L - Human Anatomy and Physiology II Laboratory	1 hr.
CHE 104 - Chemistry and Our Environment AND	3 hrs.
CHE 104L - Chemistry and Our Environment Laboratory	1 hr.
CHE 106 - General Chemistry I AND	3 hrs.
CHE 106L - General Chemistry I Laboratory	1 hr.
GHY 104 - Weather and Climate AND	3 hrs.
GHY 104L - Weather and Climate Laboratory	1 hr.
GHY 105 - Land and Water AND	3 hrs.
GHY 105L - Land and Water Lab	1 hr.
GLY 101 - Physical Geology AND	3 hrs.
GLY 101L - Physical Geology Laboratory	1 hr.
GLY 103 - Historical Geology AND	3 hrs.
GLY 103L - Historical Geology Laboratory	1 hr.



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MAR 151 - Introduction to Ocean Science AND	3 hrs.
MAR 151L - Introduction to Ocean Science Laboratory	1 hr.
PHY 103 - Introductory Physics AND	3 hrs.
PHY 103L - Introductory Physics Laboratory	1 hr.
PHY 111 - General Physics I AND	3 hrs.
PHY 111L - General Physics I Laboratory	1 hr.
PHY 112 - General Physics II AND	3 hrs.
PHY 112L - General Physics II Laboratory	1 hr.
PHY 201 - General Physics I with Calculus AND	4 hrs.
PHY 201L - General Physics I with Calculus Laboratory	1 hr.
PHY 202 - General Physics II with Calculus AND	4 hrs.
PHY 202L - General Physics II with Calculus Laboratory	1 hr.
PSE 190 - Living in a Material World AND	3 hrs.
PSE 190L - Lab for Living in a Material World	1 hr.
<b>GEC 03. Humanities (9 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 203 - World Literature	3 hrs.
<b>Select 2 courses, 1 History required:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
HUM 201 - Colloquium on the Pre-Modern World	3 hrs.
HUM 202 - Colloquium on the Modern World	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>GEC 04. Aesthetic Values (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation **	3 hrs.
MUS 165 - The Enjoyment of Music **	3 hrs.
THE 100 - Theatrical Expressions **	3 hrs.
<b>GEC 05. Social and Behavioral Sciences (6 hours)</b>	
Select 2 courses:	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>GEC 06. Mathematics (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
MAT 100 - Quantitative Reasoning ***	3 hrs.
MAT 101 - College Algebra	3 hrs.
• Higher-level MAT course	

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**GEC 07. Writing-Intensive Requirement (Major Area)**

- See WI Courses under DEG 01.

*ENG 101 & ENG 102 prerequisites*

**GEC 08. Speaking Intensive Requirement (3 hours)**

Course Name	Hours
ART 351 - Ceramics I (SI)	3 hrs.

**GEC 09. Capstone Requirement (Major Area)**

Select 1 course:

Course Name	Hours
ART 458 - Ceramics Project (Capstone) or	3 hrs.
ART 468 - Sculpture Project (Capstone)	3 hrs.
<i>Must be taken Senior Year; ENG 101 &amp; ENG 102 prerequisites</i>	

**Note:**

\*This course satisfies both the GEC requirement and a program requirement for this major.

\*\*This particular GEC course is recommended by this major.

\*\*\*This course does not satisfy prerequisites for any other math course.

GEC 07 - GEC 09 courses are specific to this major.

For full description of the GEC, see here.

**Program Curriculum****DEG 01. Major Area of Study Requirements (86 hours)**

Course Name	Hours
ART 201 - Figure Drawing I	3 hrs.
ART 316 - Introduction to Design Software	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 334 - History of Art II	3 hrs.
ART 351 - Ceramics I (SI)	3 hrs.
ART 352 - Ceramics II	3 hrs.
ART 353 - Ceramics III	3 hrs.
ART 361 - Sculpture I	3 hrs.
ART 362 - Sculpture II	3 hrs.
ART 363 - Sculpture III	3 hrs.
• Select 23 hours from any Art Studio courses	

**Foundations Program Requirements**

Course Name	Hours
ART 101 - Drawing I	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 111 - Design I	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.

**Select 1 sequence**

Course Name	Hours
ART 451 - Ceramics IV AND	3 hrs.
ART 452 - Ceramics V AND	3 hrs.
ART 453 - Ceramics VI AND	3 hrs.
ART 458 - Ceramics Project (Capstone)	3 hrs.
ART 461 - Sculpture IV AND	3 hrs.
ART 462 - Sculpture V AND	3 hrs.
ART 463 - Sculpture VI AND	3 hrs.
ART 468 - Sculpture Project (Capstone)	3 hrs.

**Select 6 hours:**

Course Name	Hours
ART 400 - The Art of Italy	3 hrs.



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ART 401 - Women and Art (WI)	3 hrs.
ART 402 - Arts of Asia (WI)	3 hrs.
ART 415 - Graphic Design History	3 hrs.
ART 431 - Ancient Art History (WI)	3 hrs.
ART 432 - Medieval Art History (WI)	3 hrs.
ART 433 - Northern Renaissance Art History (WI)	3 hrs.
ART 434 - Italian Renaissance Art History (WI)	3 hrs.
ART 435 - Baroque and Rococo Art History (WI)	3 hrs.
ART 436 - Nineteenth Century Art History (WI)	3 hrs.
ART 437 - Art 1900-1940 (WI)	3 hrs.
ART 438 - Art 1940-Present (WI)	3 hrs.
ART 498 - British Studies, Art History	3-6 hrs.

**DEG 02. Electives**

Choose electives as needed with advisor's approval. (See Hours to Degree below.)

**Hours to Degree**

124 hours are needed to graduate with a BFA in Art with an emphasis in Sculpture. At least 50 percent of the hours applied to a degree at The University of Southern Mississippi must be earned from a senior college, and 30 of these hours must be in courses numbered 300 or above. The student must earn at least 21 of the last 30 hours of course work and at least 12 hours in the major area of study from Southern Miss. See Residence Hour Requirements for more information.

**Notes:**

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art (Sculpture) BFA Semester Guide
Adviser Name: _____	Minimum Credits Required: _____

## Art (Sculpture) BFA Semester Guide

### Freshman

#### 1st semester (15 hours)

Course Name	Hours
ENG 101 - Composition One	3 hrs.
MAT 100 - Quantitative Reasoning or	3 hrs.
MAT 101 - College Algebra or Higher level MAT course	3 hrs.
ART 101 - Drawing I	3 hrs.
ART 111 - Design I	3 hrs.

#### Select 1:

Course Name	Hours
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation	3 hrs.
MUS 165 - The Enjoyment of Music	3 hrs.
THE 100 - Theatrical Expressions	3 hrs.

#### 2nd semester (15 hours)

Course Name	Hours
ENG 102 - Composition Two	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.

#### Select 1:

Course Name	Hours
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.

### Sophomore

#### 1st semester (16 hours)

Course Name	Hours
Laboratory Science 4 hrs.	
ART 201 - Figure Drawing I	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 351 - Ceramics I	3 hrs.
ART 361 - Sculpture I	3 hrs.

#### 2nd semester (16 hours)

Course Name	Hours
Laboratory Science 4 hrs.	
ART 334 - History of Art II	3 hrs.
ART 352 - Ceramics II	3 hrs.
ART 362 - Sculpture II	3 hrs.
ART 316 - Introduction to Design Software	3 hrs.

### Junior

#### 1st semester (17 hours)

Course Name	Hours
ENG 203 - World Literature	3 hrs.
Art History (400 level) 3 hrs.	

ART 353 - Ceramics III	3 hrs.
ART 363 - Sculpture III	3 hrs.
Art Studio Elective 3 hrs. • General Electives 2 hrs.	
<b>2nd semester (15 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
Art History (400 level) 3 hrs.	
ART 451 - Ceramics IV or	3 hrs.
ART 461 - Sculpture IV	3 hrs.
Art Studio Elective 3 hrs. Art Studio Elective 3 hrs.	
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>Senior</b>	
<b>1st semester (15 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 452 - Ceramics V or	3 hrs.
ART 462 - Sculpture V	3 hrs.
Art Studio Elective 3 hrs. Art Studio Elective 3 hrs. • Art Studio Elective 3 hrs.	
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>2nd semester (15 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 453 - Ceramics VI or	3 hrs.
ART 463 - Sculpture VI	3 hrs.
ART 458 - Ceramics Project or	3 hrs.
ART 468 - Sculpture Project	3 hrs.
Art Studio Elective 3 hrs. Art Studio Elective 3 hrs.	
<b>Select 1 course:</b>	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art BA Degree Requirements (124 hours)
Adviser Name: _____	Minimum Credits Required: _____
<b>Art BA Degree Requirements (124 hours)</b>	
<b>Degree Plan (ARTBA)</b>	
<b>General Education Curriculum</b>	
<b>GEC 01. Written Communication (6 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 101 - Composition One	3 hrs.
ENG 102 - Composition Two	3 hrs.
<b>GEC 02. Natural Science (8-10 hours minimum)</b>	
Select 2 courses with labs:	
<b>Course Name</b>	<b>Hours</b>
AST 111 - General Astronomy I AND	3 hrs.
AST 111L - General Astronomy I Laboratory	1 hr.
AST 112 - General Astronomy II AND	3 hrs.
AST 112L - General Astronomy II Laboratory	1 hr.
BSC 103 - Biology and Society AND	3 hrs.
BSC 103L - Biology and Society Laboratory	1 hr.
BSC 107 - Essentials of Human Anatomy and Physiology AND	3 hrs.
BSC 107L - Essentials of Human Anatomy and Physiology Laboratory	1 hr.
BSC 110 - Principles of Biological Science I AND	3 hrs.
BSC 110L - Principles of Biological Science I Laboratory	1 hr.
BSC 111 - Principles of Biological Science II AND	3 hrs.
BSC 111L - Principles of Biological Science II Laboratory	1 hr.
BSC 250 - Human Anatomy and Physiology I AND	3 hrs.
BSC 250L - Human Anatomy and Physiology I Laboratory	1 hr.
BSC 251 - Human Anatomy and Physiology II AND	3 hrs.
BSC 251L - Human Anatomy and Physiology II Laboratory	1 hr.
CHE 104 - Chemistry and Our Environment AND	3 hrs.
CHE 104L - Chemistry and Our Environment Laboratory	1 hr.
CHE 106 - General Chemistry I AND	3 hrs.
CHE 106L - General Chemistry I Laboratory	1 hr.
GHY 104 - Weather and Climate AND	3 hrs.
GHY 104L - Weather and Climate Laboratory	1 hr.
GHY 105 - Land and Water AND	3 hrs.
GHY 105L - Land and Water Lab	1 hr.
GLY 101 - Physical Geology AND	3 hrs.
GLY 101L - Physical Geology Laboratory	1 hr.
GLY 103 - Historical Geology AND	3 hrs.
GLY 103L - Historical Geology Laboratory	1 hr.

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MAR 151 - Introduction to Ocean Science AND	3 hrs.
MAR 151L - Introduction to Ocean Science Laboratory	1 hr.
PHY 103 - Introductory Physics AND	3 hrs.
PHY 103L - Introductory Physics Laboratory	1 hr.
PHY 111 - General Physics I AND	3 hrs.
PHY 111L - General Physics I Laboratory	1 hr.
PHY 112 - General Physics II AND	3 hrs.
PHY 112L - General Physics II Laboratory	1 hr.
PHY 201 - General Physics I with Calculus AND	4 hrs.
PHY 201L - General Physics I with Calculus Laboratory	1 hr.
PHY 202 - General Physics II with Calculus AND	4 hrs.
PHY 202L - General Physics II with Calculus Laboratory	1 hr.
PSE 190 - Living in a Material World AND	3 hrs.
PSE 190L - Lab for Living in a Material World	1 hr.
<b>GEC 03. Humanities (9 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 203 - World Literature	3 hrs.
<b>Select 2 courses, 1 History required:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
HUM 201 - Colloquium on the Pre-Modern World	3 hrs.
HUM 202 - Colloquium on the Modern World	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>GEC 04. Aesthetic Values (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation **	3 hrs.
MUS 165 - The Enjoyment of Music **	3 hrs.
THE 100 - Theatrical Expressions **	3 hrs.
<b>GEC 05. Social and Behavioral Sciences (6 hours)</b>	
Select 2 courses:	
<b>Course Name</b>	<b>Hours</b>
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.
<b>GEC 06. Mathematics (3 hours)</b>	
Select 1 course:	
<b>Course Name</b>	<b>Hours</b>
MAT 100 - Quantitative Reasoning ***	3 hrs.
MAT 101 - College Algebra	3 hrs.
• Higher-level MAT course	

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**GEC 07. Writing-Intensive Requirement (Major Area)**

- See DEG. 02 (WI)  
*ENG 101 & ENG 102 prerequisites*

**GEC 08. Speaking Intensive Requirement (3 hours)**

Select 1 course:

Course Name	Hours
CMS 111 - Public Speaking (SI)	3 hrs.
CMS 305 - Interpersonal Communication (SI)	3 hrs.
CMS 320 - Professional Communication (SI)	3 hrs.
CMS 330 - Small-Group Communication (SI)	3 hrs.

**GEC 09. Capstone Requirement (Major Area)**

Course Name	Hours
ART 418 - Capstone for BA in Art (Capstone)	3 hrs.
<i>Must be taken Senior Year; ENG 101 &amp; ENG 102 prerequisites</i>	

**Note:**

\*This course satisfies both the GEC requirement and a program requirement for this major.

\*\*This particular GEC course is recommended by this major.

\*\*\*This course does not satisfy prerequisites for any other math course.

GEC 07 - GEC 09 courses are specific to this major.

For full description of the GEC, see here.

**Program Curriculum****DEG 01. Major Area of Study Requirements (57-60 hours)**

Course Name	Hours
ART 418 - Capstone for BA in Art (Capstone)	3 hrs.
• Select 1 ART course	

Select 2 Art Studio elective courses from the following list:

Course Name	Hours
ART 201 - Figure Drawing I (strongly recommended)	3 hrs.
ART 202 - Figure Drawing II	3 hrs.
ART 301 - Drawing	3 hrs.
ART 302 - Drawing	3 hrs.
ART 303 - Drawing	3 hrs.
ART 316 - Introduction to Design Software	3 hrs.
ART 321 - Painting I	3 hrs.
ART 322 - Painting II	3 hrs.
ART 323 - Painting III	3 hrs.
ART 341 - Graphic Design I/Production	3 hrs.
ART 342 - Graphic Design II/Typography	3 hrs.
ART 343 - Graphic Design III/Presentation	3 hrs.
ART 344 - Illustration	3 hrs.
ART 351 - Ceramics I	3 hrs.
ART 352 - Ceramics II	3 hrs.
ART 353 - Ceramics III	3 hrs.
ART 361 - Sculpture I	3 hrs.
ART 362 - Sculpture II	3 hrs.
ART 363 - Sculpture III	3 hrs.
ART 371 - Printmaking I	3 hrs.
ART 372 - Printmaking II	3 hrs.
ART 373 - Printmaking III.	3 hrs.
ART 384 - Digital Photography for Graphic Designers I	3 hrs.
ART 416 - Graphic Design Student Agency	3 hrs.
ART 421 - Painting IV	3 hrs.
ART 422 - Painting V	3 hrs.
ART 423 - Painting VI	3 hrs.
ART 441 - Graphic Communication	3 hrs.



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ART 442 - Interactive Design I	3 hrs.
ART 443 - Interactive Design II	3 hrs.
ART 445 - Motion Graphics I: Introduction Design in Motion	3 hrs.
ART 451 - Ceramics IV	3 hrs.
ART 452 - Ceramics V	3 hrs.
ART 453 - Ceramics VI	3 hrs.
ART 461 - Sculpture IV	3 hrs.
ART 462 - Sculpture V	3 hrs.
ART 463 - Sculpture VI	3 hrs.
ART 492 - Special Problems in Art	1-3 hrs.
ART 499 - British Studies, Art Studio	3-6 hrs.
<b>Foundations Program Requirements</b>	
<b>Course Name</b>	<b>Hours</b>
ART 101 - Drawing I	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 111 - Design I	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.
<b>Emphasis Area Requirements</b>	
<b>Course Name</b>	<b>Hours</b>
ART 332 - History of Art I	3 hrs.
ART 334 - History of Art II	3 hrs.
<b>Select 2 Art Media Studio Sequences (18 hrs. )</b>	
<b>Drawing Sequence (9 hrs.)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 201 - Figure Drawing I AND	3 hrs.
ART 202 - Figure Drawing II AND	3 hrs.
ART 301 - Drawing	3 hrs.
<b>Painting Sequence (9 hrs.)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 321 - Painting I AND	3 hrs.
ART 322 - Painting II AND	3 hrs.
ART 323 - Painting III	3 hrs.
<b>Graphic Design Sequence (9 hrs.)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 341 - Graphic Design I/Production AND	3 hrs.
ART 342 - Graphic Design II/Typography AND	3 hrs.
ART 343 - Graphic Design III/Presentation	3 hrs.
<b>Ceramics Sequence (9 hrs.)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 351 - Ceramics I AND	3 hrs.
ART 352 - Ceramics II AND	3 hrs.
ART 353 - Ceramics III	3 hrs.
<b>Sculpture Sequence (9 hrs.)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 361 - Sculpture I AND	3 hrs.
ART 362 - Sculpture II AND	3 hrs.
ART 363 - Sculpture III	3 hrs.
<b>Printmaking Sequence (select 3 courses, 9 hrs.)</b>	
<b>Course Name</b>	<b>Hours</b>
ART 371 - Printmaking I	3 hrs.
ART 372 - Printmaking II	3 hrs.
ART 373 - Printmaking III.	3 hrs.
ART 471 - Advanced Printmaking IV	3 hrs.
ART 472 - Advanced Printmaking V	3 hrs.

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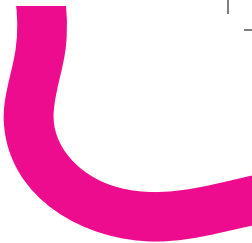
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Art BA Degree Requirements (124 hours) - University of Southern Mississippi - Acalog ACMS™

ART 473 - Advanced Printmaking VI	3 hrs.
<b>Digital Design Sequence (9 hrs. )</b>	
<b>Course Name</b>	<b>Hours</b>
ART 316 - Introduction to Design Software AND	3 hrs.
ART 344 - Illustration AND	3 hrs.
ART 384 - Digital Photography for Graphic Designers I	3 hrs.
<b>Select 3 Art History courses; at least 1 must be a WI course:</b>	
<b>Course Name</b>	<b>Hours</b>
ART 401 - Women and Art (WI)	3 hrs.
ART 402 - Arts of Asia (WI)	3 hrs.
ART 415 - Graphic Design History	3 hrs.
ART 431 - Ancient Art History (WI)	3 hrs.
ART 432 - Medieval Art History (WI)	3 hrs.
ART 433 - Northern Renaissance Art History (WI)	3 hrs.
ART 434 - Italian Renaissance Art History (WI)	3 hrs.
ART 435 - Baroque and Rococo Art History (WI)	3 hrs.
ART 436 - Nineteenth Century Art History (WI)	3 hrs.
ART 437 - Art 1900-1940 (WI)	3 hrs.
ART 438 - Art 1940-Present (WI)	3 hrs.
ART 498 - British Studies, Art History	3-6 hrs.
<b>DEG 02. Additional Requirements (9-18 hours)</b>	
<ul style="list-style-type: none"> <li>• 12 hours in a single foreign language; fewer hours may suffice, but course level 202 must be completed. (3-12 hours)</li> <li>• 3 hours of 300/400 level Humanities (ENG, HIS PHI, REL)</li> <li>• 3 hours of 300/400 level Social Science (ANT, COH, ECO, GHY, PS, PSY, SOC)</li> </ul>	
<b>DEG 03. Electives</b>	
Choose electives as needed with adviser's approval. (See Hours to Degree below.)	
<b>Hours to Degree</b>	
124 hours are needed to graduate with a BA in Art. At least 50 percent of the hours applied to a degree at The University of Southern Mississippi must be earned from a senior college, and 30 of these hours must be in courses numbered 300 or above. The student must earn at least 21 of the last 30 hours of course work <u>and</u> at least 12 hours in the major area of study from Southern Miss. See Residence Hour Requirements for more information.	
<b>Notes:</b>	

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art BA Semester Guide
Adviser Name: _____	Minimum Credits Required: _____
<b>Art BA Semester Guide</b>	
<b>Freshman</b>	
<b>1st semester (15 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 101 - Composition One	3 hrs.
MAT 100 - Quantitative Reasoning or	3 hrs.
MAT 101 - College Algebra or higher level MAT course	3 hrs.
ART 101 - Drawing I	3 hrs.
ART 111 - Design I	3 hrs.
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
ART 130 - Art Appreciation	3 hrs.
DAN 130 - Dance Appreciation	3 hrs.
MUS 165 - The Enjoyment of Music	3 hrs.
THE 100 - Theatrical Expressions	3 hrs.
<b>2nd semester (15 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
ENG 102 - Composition Two	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 112 - Design II	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.
HIS 101 - World Civilizations: Beginnings to 1500 C.E. or	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
<b>Sophomore</b>	
<b>1st semester (16 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
Laboratory Science 4 hrs.	
ENG 203 - World Literature	3 hrs.
Foreign Language 3 hrs.	
ART 332 - History of Art I	3 hrs.
• Emphasis Area 3 hrs.	
<b>2nd semester (16 hours)</b>	
<b>Course Name</b>	<b>Hours</b>
Laboratory Science 4 hrs.	
Foreign Language 3 hrs.	
ART 334 - History of Art II	3 hrs.
• Emphasis Area 3 hrs.	
<b>Select 1:</b>	
<b>Course Name</b>	<b>Hours</b>
HIS 101 - World Civilizations: Beginnings to 1500 C.E.	3 hrs.
HIS 102 - World Civilizations: 1500 to the present	3 hrs.
PHI 151 - Introduction to Philosophy	3 hrs.
PHI 171 - Ethics and Good Living	3 hrs.
REL 131 - Comparative Religion	3 hrs.
<b>Junior</b>	
<b>1st semester (15 hours)</b>	
<ul style="list-style-type: none"> <li>• Foreign Language 3 hrs.</li> <li>• Art History (400 level) 3 hrs.</li> </ul>	



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- Emphasis Area 1 3 hrs.
- Emphasis Area 2 3 hrs.

**Select 1:**

Course Name	Hours
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.

**2nd semester (15 hours)**

- Foreign Language 3 hrs.
- Art History (400 level) 3 hrs.
- Emphasis Area 2 3 hrs.

**Select 1:**

Course Name	Hours
ANT 101 - The Human Experience: A Global Perspective on Human Diversity	3 hrs.
HHS 100 - Concepts of Wellness	3 hrs.
ECO 101 - Basic Economics	3 hrs.
GHY 101 - World Geography: Dynamics of a Changing Earth	3 hrs.
PS 101 - American Government	3 hrs.
PSY 110 - General Psychology	3 hrs.
SOC 101 - Understanding Society: Principles of Sociology	3 hrs.

**Senior**

**1st semester (17 hours)**

- Art History (400 level) 3 hrs.
- Emphasis Area 2 3 hrs.
- Elective (non-art, 300 level or above) 3 hrs.
- Art Elective 3 hrs.
- Elective (non-art) 2 hrs.

**2nd semester (15 hours)**

Course Name	Hours
Art Studio Elective 3 hrs.	
ART 418 - Capstone for BA in Art	3 hrs.
Elective (non-art, 300 level or above) 3 hrs.	
Elective (non-art) 3 hrs.	

**Select 1:**

Course Name	Hours
CMS 111 - Public Speaking (SI)	3 hrs.
CMS 305 - Interpersonal Communication (SI)	3 hrs.
CMS 320 - Professional Communication (SI)	3 hrs.
CMS 330 - Small-Group Communication (SI)	3 hrs.

Notes:

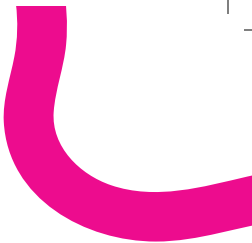


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Art History Minor - University of Southern Mississippi - Acalog ACMS™

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art History Minor
Adviser Name: _____	Minimum Credits Required: _____
<b>Art History Minor</b>	
Academic Policies and Requirements for Minors:	
<ul style="list-style-type: none"> <li>• See University Academic Policies for Minors</li> </ul>	
Hours to Minor: 21 hours	
<b>Course Requirements</b>	
<b>Course Name</b>	<b>Hours</b>
ART 332 - History of Art I	3 hrs.
ART 334 - History of Art II	3 hrs.
<ul style="list-style-type: none"> <li>• 15 hours of art history at the 400-level.</li> </ul>	
<b>Notes:</b>	





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Art Minor - University of Southern Mississippi - Acalog ACMS™

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Art Minor
Adviser Name: _____	Minimum Credits Required: _____
<b>Art Minor</b>	
Academic Policies and Requirements for Minors:	
<ul style="list-style-type: none"> <li>• See University Academic Policies for Minors</li> </ul>	
Hours to Minor: 21 hours	
<b>Course Requirements</b>	
<b>Course Name</b>	<b>Hours</b>
ART 101 - Drawing I	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 111 - Design I	3 hrs.
• 9 hours elective courses in 200- and 300-level art studio	
ART 332 - History of Art I or	3 hrs.
ART 334 - History of Art II	3 hrs.
<b>Note:</b>	
ART 112 is strongly recommended. ART 130 cannot be used for the art minor.	
<b>Notes:</b>	





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Graphic Design Minor - University of Southern Mississippi - Acalog ACMS™

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Graphic Design Minor
Adviser Name: _____	Minimum Credits Required: _____
<b>Graphic Design Minor</b>	
Academic Policies and Requirements for Minors:	
<ul style="list-style-type: none"> <li>• See University Academic Policies for Minors</li> </ul>	
Hours to Minor: 21 hours	
<b>Course Requirements</b>	
<b>Course Name</b>	<b>Hours</b>
ART 101 - Drawing I	3 hrs.
ART 102 - Drawing II	3 hrs.
ART 111 - Design I	3 hrs.
ART 316 - Introduction to Design Software	3 hrs.
ART 342 - Graphic Design II/Typography	3 hrs.
ART 343 - Graphic Design III/Presentation	3 hrs.
ART 415 - Graphic Design History	3 hrs.
Notes:	





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Sculpture Minor - University of Southern Mississippi - Acalog ACMS™

Student ID: _____	Bulletin: 2021-2022 Undergraduate Bulletin
Student Name: _____	Program: Sculpture Minor
Adviser Name: _____	Minimum Credits Required: _____

### Sculpture Minor

A minor in sculpture to explore traditional sculpture and ceramic techniques.

#### Academic Policies and Requirements for Minors:

- Fifty percent of the minor courses must be taken at The University of Southern Mississippi.
- See University Academic Policies for Minors

Hours to Minor: 21 hours

#### Required courses (15 hours):

Course Name	Hours
ART 101 - Drawing I	3 hrs.
ART 113 - Three-Dimensional Design	3 hrs.
ART 332 - History of Art I	3 hrs.
ART 351 - Ceramics I	3 hrs.
ART 361 - Sculpture I	3 hrs.

#### Choose 6 hours:

Course Name	Hours
ART 352 - Ceramics II	3 hrs.
ART 362 - Sculpture II	3 hrs.
ART 353 - Ceramics III *Prerequisite - ART 352	3 hrs.
ART 363 - Sculpture III *Prerequisite - ART 362	3 hrs.

#### Note:

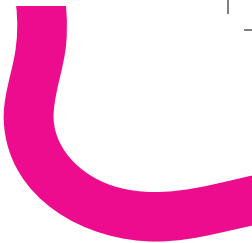
\*No more than 11 transfer hours accepted toward minor.

\*\*200-level transfer studio electives do not substitute for 300-level studio courses

#### Notes:



# APPENDIX C



## **EMAIL ETIQUETTE**

Sometimes you are going to need to contact your professors outside of class, and you'll usually do that by email. You might not have thought much about how to write an email, since email is often viewed as a more casual form of communication than a formal letter, but poorly written emails are a quick way to make yourself look bad to professors.

**Before you hit send, read your email aloud and ask yourself:**

- Does it sound professional?
- Does it sound like it could be a letter (not a text)?
- Does it sound respectful?
- Is everything spelled correctly?
- Did I use proper punctuation and grammar?
- Did I identify myself clearly so my professor knows who I am and which class I'm in?

*Refer to Appendix B for a clever and insightful sampling of emails you should and should not send.*

### **Quick Tips**

luvmesomezacefron@aol.com: Email Address

If your email address is sexxxxxxy2016, koolchiko5, or nolimits601, you might want to rethink that.

If you send an email to a faculty member with a weird personal email address, that's how they'll remember you. And that's definitely not what you want when you are trying to present yourself as a mature, responsible student. Use your USM email address when you are corresponding with faculty and staff.

### **Plz Read This!!!: Subject Lines**

A subject line should clearly and briefly represent your purpose for emailing. "Hey..." "URGENT!!!!!" and "A Question" are not good subject lines. "SOC 101 Paper Assignment" is a good subject line.

Keep in mind that the person you're emailing may have hundreds of emails in his or her inbox. By briefly stating the purpose of your email in the subject line, you allow your recipients to get an idea of what your email is about during their initial scan, and it also makes it easier for them to find your email again if they can't answer it right away.

### **Yo Teach!: Addressing Faculty and Staff**

Always use a formal address, such as Professor, Dr., Ms., or Mr.

It's important to address the person you're emailing by name. If you don't remember your professor's name, check your syllabus or look on SOAR. Never use your professor's first name unless you've been specifically told that it's okay. "Ms." or "Mr." are only appropriate if your professor does not have a Ph.D. Most do, and should be addressed as "Dr." If you are not sure whether your professor is a doctor, you can never go wrong with addressing him or her as Professor.



### **It's Me!: Identify Yourself**

Unless you know the person you're emailing well, make sure you identify yourself clearly.

It's always good to state your name and to let your professor know which class you're in. If you're emailing your advisor or a staff member, you should include your student ID in the email to make it easier for him or her to look up your records in SOAR.

### **You Need To Check My Grade: Asking Nicely**

If you want someone to do something, make a request, not a demand.

People always respond better to requests than they do to demands, and your professors and campus staff are no exception. You will get better results if you ask politely. State your question, concern, or request briefly and clearly, using standard English. Maintain a polite, respectful tone and avoid using exclamation points, emoticons, texting abbreviations, or coarse language. Avoid asking questions that are answered on the syllabus or assignment sheet, such as "When is our paper due?" or "What is our homework for tomorrow?" Emails that are not professional in style or tone, or that ask questions that are clearly answered on the syllabus or assignment sheets, may be ignored.

### **XOXO, Me: Closings**

Use a formal closing, and always sign your full name at the end of an email.

Formal closings include: "Sincerely," "Respectfully," "Thank you," or "Best wishes," and using one makes you come across as respectful and professional. If you are emailing back and forth, it is not necessary to use

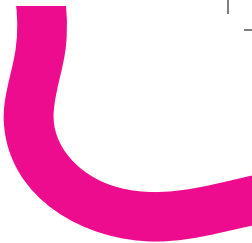
a formal address and closing in each response, but you can never go wrong by ending an email with a "thank you," or "I appreciate your time."

### **Uh, It's Been a Whole Hour: Patience**

Allow your recipient a reasonable amount of time to respond.

24-48 hours is reasonable. An hour and a half is not reasonable. Professors often have a different sense of what is within a reasonable timeframe to respond to your email than you do. They typically do not check emails on their phones, and they aren't always at their computers.

They also get a LOT of emails, so you shouldn't expect a response before 24-48 hours. If you get one, tell them thank you! If you have not heard back within 48 hours, you can follow up politely. If you don't get a response to the follow-up, check with the department office to make sure you have the right address and that your professor is not out of town.





# APPENDIX D













