

SEP 12 2013

Missouri State University Curricular Proposal - New Program (MAJOR, OPTION, MINOR, CERTIFICATE, OR CERTIFICATION)

This form is to be used for internal Missouri State approval of any proposal for a new program involving two or more courses, including any new graduate program, new undergraduate major (whether comprehensive or non-comprehensive), new option within an existing program (whether graduate or undergraduate), new minor, new certificate, or new certification program.

New graduate programs, new undergraduate majors, and certificate programs involving more than 18 credit hours require approval by the CBHE as well as approval through the Missouri State curricular process. CBHE applications for such programs are processed through the Office of Institutional Research. All proposals for new programs requiring CBHE approval should progress through the Missouri State curricular process accompanied by a draft of the required CBHE documentation.

Department Art & Design Date 4/29/2013

Attach on separate sheets (1) statement of rationale and objectives, (2) estimated costs for first five years, and (3) complete catalog description (including new courses and course changes pending approval). [Note: For new programs requiring CBHE approval, CBHE forms NP, PS, and PG will satisfy #1 and CBHE form FP will satisfy #2.]

PROPOSED PROGRAM Visual Studies

Major Comprehensive Major Option Minor Certificate Certification Academic Rules Other

Degree Applicability Master of Fine Arts

General Education Courses Required None Total Hours 0

General Education Courses Recommended None Total Hours 0

Requirements (including Admission) and Limitations for Specific Degree: Admission to the graduate college; approval of a selection committee who will examine the applicant's potential for further professional success in Visual Art and/or Design, based on a portfolio review, goals statement, and letters of recommendation; applicants should have prior extensive preparation in Visual Arts or Design and at least 9 hours in art history, art theory/criticism, or a related discipline; minimum of 60 hours of course work is required

Courses Required in Department ART 692, 699, 701, 702, 703, 704, 710, 798, 799 Total Hours 51-57

Courses Required in Other Departments None Total Hours 0

Prerequisites for Required Courses 6 hours of art history at the undergraduate, upper-level or graduate level

Recommended Electives in Department ART 672, 675, 678, 680, 684, 685, 688, 797 Total Hours 3-9

Recommended Electives in Other Departments LIS 602, 604, 634, MED 661, 662, 670, 680, 681, 697, 680 Total Hours 0-3

Limitations on Electives Electives must be approved first; approval based on appropriateness to the student research

DEPARTMENT Route according to ART VI, SEC 3B(1-4) of Bylaws of the Faculty Senate. Attach New Program Resource Information form (FS-302a/06) and forward three typed, originally signed forms to one of the following (please mark all that apply). If the program needs to go through more than one committee/council, forward one additional form for each additional council/committee marked.

- College Council (Send all new undergraduate programs through College Council as first step before forwarding either to PEC, CGEIP, or directly to Faculty Senate)
- Professional Education Committee (All proposals affecting BS and MS in Education and Educational Specialist degrees)
- Committee on General Education and Intercollegiate Programs (All general education and multi-college programs)
- Graduate Council (All graduate programs)

Signature Carolyn A. Caidens Date 5/30/13
Department Head

(Routing on Reverse Side)

ROUTING

1. COLLEGE COUNCIL (ART VI, SEC 3B)

APPROVED

After dean review/comment, forward two signed copies of final action to the Secretary of the Faculty for disposition, or forward appropriate number of copies to next committee level for approval.

DISAPPROVED

Return one signed copy of final action to the appropriate Department Head.

Comment(s) _____

Signature _____

Date _____

Chairperson

2. DEAN OF THE COLLEGE (ART VI, SEC 5)

REVIEWED

Return to College Council Chair within ten days of receipt for disposition.

Comment(s) _____

Signature _____

Date 5/30/13

Dean of the College

3. PROFESSIONAL EDUCATION COMMITTEE (ART III, SEC 9)

APPROVED

Forward two signed copies of final action to the Secretary of the Faculty for disposition, or forward three signed copies to next committee level for approval.

DISAPPROVED

Return one signed copy of final action to the appropriate Department Head.

Comment(s) _____

Signature _____

Date _____

Chairperson

4. COMMITTEE ON GENERAL EDUCATION AND INTERCOLLEGIATE PROGRAMS (ART IV, SEC 2)

APPROVED

Forward two signed copies of final action to the Secretary of the Faculty for disposition, or forward three signed copies to next committee level for approval.

DISAPPROVED

Return one signed copy of final action to the appropriate Department Head.

Comment(s) _____

Signature _____

Date _____

Chairperson

5. GRADUATE COUNCIL (ART V, SEC 3, OR ART VI, SEC 3B)

APPROVED

Forward two signed copies of final action to the Secretary of the Faculty for disposition.

DISAPPROVED

Return one signed copy of final action to the appropriate Department Head.

Comment(s) _____

Signature _____

Date 9/11/13

Chairperson

6. FACULTY SENATE (ART VI, SEC 9)

APPROVED

DISAPPROVED

Comment(s) _____

Signature _____

Date _____

Chairperson

7. PROVOST (ART I, SEC 6; ART VI, SEC 9)

RECOMMENDED TO PRESIDENT

NOT RECOMMENDED TO PRESIDENT

Comment(s) _____

Signature _____

Date _____

Provost

8. PRESIDENT

APPROVED

DISAPPROVED

Comment(s) _____

Signature _____

Date _____

President

1. Rationale and objectives

The Master of Fine Arts (MFA) in Visual Studies at Missouri State University, with an emphasis on the student's original studio research, will prepare students to be cultural leaders in the fields of Visual Art and Design. Professional-level work in art and design is produced through creative endeavor, inquiry, and investigation. Original work created within and between the contemporary, traditional and interdisciplinary approaches and media is one of the expected outcomes of this program. Student research will draw upon the department faculty expertise and facilities that range from historical to technologically advanced studio processes, blending both old and new influences into original forms or expressions.

Almost sixty faculty members, with twenty-nine permanent full-time professors, and 570 undergraduate art majors make this department the largest publicly supported one in Missouri. In summer 2013 the department takes up residence at Brick City, a 180,000 square foot facility providing new studios, smart classrooms, experimental student galleries and critique spaces, two professional galleries, eleven computer labs, a visual resource library, art supply store, and administrative and support offices. Graduate students will not only be able to shape their vision as artists here, but they will also learn how to teach their discipline: the MFA is a terminal degree, one equal to a Ph.D. in other academic units, that requires sixty credit hours.

The location of the new facility in the downtown Springfield area, currently undergoing a new expansion and restoration process, is unique in its ability to provide Art and Design students an interface with other galleries, businesses, restaurants, etc. Important urban research partnerships, such as the Innovation, Design, Entrepreneurial, Art (IDEA) Commons, and Marlin Graphic Design Studios are right next-door. They provide working models of invention and practical applications, with opportunities to share in research and employment, as well as the special Public Affairs Mission of the institution.

Cultural leaders, like those produced through this degree, are those who bring to light and engage global citizens in issues about who we are and who we want to be as a people. With programs abroad in Florence, London, Arles and faculty/student exchanges in Korea, China, and Taiwan offer Art and Design students opportunities to further enrich their cultural studies. Diverse faculty members from ten countries also bring different perspectives and engage students in deepening a world-wide perspective. As practicing artists or designers those ideals are expressed in visual, tangible ways – through technology, social media, advertising, television, film, and art. These messages permeate society into all the objects we buy, the way we interact with our environment and shape what we think and how we feel as human beings with a variety of backgrounds and traditions.

These cultural leaders may take positions as educators within higher education, or within museums, galleries, community arts organizations, design agencies and broadcasting, or within entertainment industries such as video game development and visual effects for television and film. From visiting artists and lecturers to Self-Study consultants, professionals question the absence of an MFA at Missouri State University, given its scale, quality and interdisciplinary promise. Unlike other regional institutions that focus on specific technical or conceptual disciplines, weaving Design and Art programs together creates an environment of vital symbiosis. Curriculum defined by *Graduate Studios*, rather than *Graduate Illustration* or *Printmaking*, for example, encourages the MFA student to design their own pathway, using all the tools needed to find a personal voice and later a successful career.

Missouri State University's MFA program is designed to build upon and complement the strengths of the University, the College of Arts and Letters, and the Art and Design Department. The Art and Design Department provides studio facilities and equipment for animators, ceramicists, digital and video artists, graphic designers, drawing students, illustrators, jewelers, metalsmiths, painters, photographers, printmakers, and sculptors.

2. Estimated costs for the first five years

	2015-16	2016-17	2017-18	2018-19	2019-20
1. Expenditures					
A. One Time:					
New/Remodeled space *	Undetermined -----				
Equipment	\$ 96,805	\$ 28,547	\$ 28,547		
Library	\$ 0	\$ 0	\$ 0	\$ 0	\$ 0
Per Course (2)	\$ 6,450	\$ 0	\$ 0	\$ 0	\$ 0
Grad Assistants (3-4 per year)	\$ 58,000	\$ 101,500			
Other: accreditation site visit			\$ 2500	\$ 6500	
A. Total one time:*	\$ 161,255	\$ 130,047	\$ 31,047	\$ 6,500	\$ 0
B. Recurring:					
Faculty					
Assistant Professor	\$ 56,000	\$ 56,000	\$ 56,000	\$ 56,000	\$ 56,000
Benefits -- -34.6%	\$ 19,376	\$ 19,376	\$ 19,376	\$ 19,376	\$ 19,376
Grad Assistants (10)			\$ 145,000	\$ 145,000	\$ 145,000
Per Course (2)	\$ 6,450	\$ 6,450	\$ 6,450	\$ 6,450	\$ 6,450
Overload Pay (2 hrs) **	\$ 3,500	\$ 3,500	\$ 3,500	\$ 3,500	\$ 3,500
Equipment***	\$ 18,000	\$ 18,000	\$ 18,000	\$ 18,000	\$ 18,000
Library	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000
Other: annual accreditation fee					\$ 2,082
Other: operations	\$ 500	\$ 500	\$ 500	\$ 500	\$ 500
Other: recruitment costs	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000
B. Total for recurring	\$ 108,826	\$ 107,826	\$ 252,826	\$ 252,826	\$ 254,908
Total (A+B) *	\$ 269,081	\$ 237,873	\$ 283,873	\$ 259,326	\$ 254,908
2. Revenues					
State Aid – CBHE/DESE	\$ 0	\$ 0	\$ 0	\$ 0	\$ 0
University Tuition and Fees***	\$ 37,016	\$ 69,188	\$ 101,360	\$ 111,048	\$ 115,892
Total Revenues	\$ 37,016	\$ 69,188	\$ 101,360	\$ 111,048	\$ 115,892

* New/Remodeled space = 60,000 sf near Brick City complex for studio work spaces; shared technology suites; strict specifications will be required for safety – this space has NOT been identified and therefore its costs are unknown.

** Figured 2.5% of an average senior professor salary in Art & Design

*** A differential tuition proposal is being developed to offset the equipment/software cost. Tuition was calculated as ¾ in-state; ¼ out-of-state and are based on FY2012-2013 tuition and fee structure, with full-time consisting of 10 graduate credit hours.

One-time costs

Space

New/remodeled space is essential to a graduate program in Visual Studies. An individual studio space for each full-time enrolled student (300sf x12), a workroom/technology suite with centrally-located, shared equipment (400sf), and a small classroom (400sf), plus handicap accessible lavatories, totaling approximately 5,200 square feet is needed. The space would need to be close to the Brick City complex and comply with strict specifications for safety – especially ventilation. This space has NOT been identified and therefore its costs are unknown.

Equipment

Essential equipment includes: computer workstations, software, a few specialized printers and scanners, cameras, cabling, a limited amount of lighting equipment, specialized printing/binding components, as well as rudimentary furniture including tables and easels. Students will require these basics to be productive and compatible with the rest of the Art and Design facilities. It will be important to supply these necessary items to be competitive in student recruiting. Some of these items can be phased in over the beginning three years of the program, until it is fully enrolled, hence the higher budget figure the first year and the lesser numbers the second and third.

Per Course

Two per course faculty will be needed the first semester, before the first TA's can be trained which will provide for reassignment of full-time faculty participating in the grad program: ART 797 Teaching Practicum Class, which provides training for the TA's; and a one-class reassignment for the Grad Coordinator position. After that first semester, it is expected that TA's will supply additional sources for additional reassignments. In the spring semesters, ART 710 Professional Practices will need covering, as well as an additional semester of reassignment for the Grad Coordinator. The costs associated for this are calculated on rates for per course with MFA's (\$1075 per credit hour).

Grad Assistants

To be competitive in recruiting, the program needs Graduate Assistantships, even if they will not be teaching the first semester. All the studio areas have heavy maintenance needs to remain functional, whether in computing or clay. Currently, faculty shoulder all that responsibility which was noted in the recent Program Review as a problem needing attention. Using the first-semester grad students to help alleviate this, even for a semester, helps the entire department of Art and Design and gives graduate students practical experience in facility maintenance which is also an important part of the process of their professional development. This cost is listed in one-time expenditures as the program is phased in, the first year includes costs for four graduate assistantships, the second year – three. This cost appears later in the recurring section, once the program is at maximum enrollment. \$14,500 per grad student was used in the calculations.

Accreditation site visit

National Association of Schools of Art & Design (NASAD) charges a \$500 fee per visit, plus the travel expenses of the reviewers. The first review, projected to be in AY 2017-18 would be a preliminary visit and include only one reviewer; the second visit would include three reviewers. The costs listed are based on AY 2012-13 prices.

Recurring costs

Assistant Professor with benefits

With the majority of incoming graduate students probably coming from disciplines involving the Digital Arts, the program will be in dire need of an additional faculty member to support the interests of these students. The department lost its Digital Arts faculty member four years ago and has not yet been given permission for a replacement search. Since that time, faculty in design, animation, electronic arts and even an assistant professor in Media Journalism and Film teaching an overload class, have been stretched thin, trying to accommodate the existing undergraduate demand. This Assistant Professor in Digital Arts should have a broad spectrum of skills capable of teaching a wide array of classes to both undergraduate and graduate students. The salary listed has a separate line for benefits calculated at 34.6%.

Providing 10 Graduate Assistantships per year is expected to keep the program competitive. Using them as TA's will help alleviate the overabundance of per course faculty the department uses, while maintaining quality via a strong TA training program. Even the semester before they are trained, the use of these assistantships will help maintain the classroom/studios in the department, expressed by the recent Program Reviewer as an essential issue to be addressed. This one-semester focus on studio maintenance is a start at addressing these important concerns.

Per Course

Costs associated with two per course faculty will be deposited into the department's banking system to repay, uncompensated teaching with release time for research. The addition of a graduate program will assign more uncompensated teaching to Art and Design faculty who already give so much extra time to their undergraduates. The expectations for research for faculty teaching in the graduate program are even higher. With all the extra time spent in the classroom, research suffers. Using the reassignment that the per course provide for research, based on a rotation system, these costs will help ensure a balance in teaching and research expectations for faculty and the quality of instruction for all.

Overload Pay

ART 798 Graduate Studio Seminar is a one-credit class, taken every semester by the typically-enrolled, full-time graduate student in the Visual Studies program, and designed to be taught by a full-time faculty member. This cost was calculated as overload pay at 2.5% of an average senior professor in Art and Design. A single credit class is harder to negotiate release or reassignment time and therefore was assigned the overload pay scale.

Equipment

This recurring equipment budget is necessary to repair/replace the equipment throughout the department that graduate students will access as part of their studies. It also is essential to repair and replace the equipment provided in the new technology suite/workroom for the graduate students specifically. The need for additional resources to accommodate the updating of studio equipment throughout the department was also cited by the Program Reviewer.

Library

Increasing the library holdings in Visual Studies is important to original research conducted by the graduate students in the program. The query-based approach to information gathering, proliferated by internet and electronic searches, limits the inter-connections made between published research sources. Having the tangible products available for review in the library is an often-overlooked, valuable commodity in the development of new research.

Annual accreditation fee

Once accredited, the annual fee is as stated – according to the cost listing as of AY 2012-13.

Recruitment

The costs associated with recruitment will include publications and mailings, with a small amount for travel costs.

Operations

The costs associated with operations include miscellaneous office supplies and thesis exhibition staffing, promotion and documentation.

Revenues

Tuition and fees

The table below shows the relationship of full-time and part-time students and the expected enrollment over the first five years:

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
Number of Full-time students	4	8	12	12	12
Full-time / 20 credits per year	\$ 27,328	\$ 54,656	\$ 81,984	\$ 81,984	\$ 81,984
Number of Part-time students	4	6	8	12	14
Part-time / 8 credits per year	\$ 9,688	\$ 14,532	\$ 19,376	\$ 29,064	\$ 33,908
Total Tuition & Fees	\$ 37,016	\$ 69,188	\$ 101,360	\$ 111,048	\$ 115,892

These figures were based on the published tuition and fee rate for the Fall 2013 and Spring 2014 semesters.

- The full-time tuition estimates are based on the assumption that $\frac{3}{4}$ of the students will be residents of Missouri and $\frac{1}{4}$ will be non-residents, taking 10 credits per semester (Fall/Spring).
- The part-time estimates are based on the assumption that 100% will be residents, taking 4 credits per semester (Fall/Spring).

A differential tuition proposal is being developed to offset the equipment/software cost. Since COAL now has a successful model to follow, previous failed departmental course fee proposals will be adapted and submitted as a differential tuition proposal.

3. Complete Catalog Description (including new courses and course changes pending approval)

Program Description

Advanced study in Visual Art and Design with an emphasis placed on the student's individual research. The curriculum is specifically designed to be flexible to meet the individual research needs within contemporary, traditional and interdisciplinary approaches and media. The Department of Art and Design offers a wide range of facilities including graduate studios.

A variety of students with differing backgrounds and research interests is considered an important factor in the development of a scholarly community with an interest in developing original research.

Admission Requirements

Admission requires approval of a departmental entrance committee who will examine the applicant's potential for further professional success in Visual Art and/or Design and the ability of the department to support the applicant's stated path of study. For priority consideration deadlines, contact the department office.

Admission to the program is based on the following:

1. A bachelor's degree with extensive preparation in the Visual Arts or Design and at least 9 hours in art history, art theory/criticism, or a related discipline (other options exist, see notation below);
2. A completed Missouri State University Application for Graduate Admission; and
3. The following materials must be received in the Art and Design Department (see the department web site for specific details):
 - portfolio documentation in an appropriate digital format;
 - a 300 to 800-word statement describing the reasons and goals behind the applicant's interest in graduate study and the direction of intended research;
 - at least three letters of recommendation from individuals able to speak of the applicant's academic achievements and potential;
 - a completed Graduate Assistantship Application if the prospective student would like to be considered for the award.

Applicants will be notified by mail once their application is complete. Students who do not meet requirement 1 listed above, but show high promise, may be admitted conditionally. Conditions for such admission may require additional coursework.

Program Requirements in Visual Art / Design

A minimum of 60 hours of course work is required, ordinarily distributed over six semesters and three years.

Course Code	Course Title	Credit Hours
ART 692	Art and Theory	3
ART 699	Graduate Studio	15-21
ART 701	Directed Graduate Studio I	3
ART 702	Directed Graduate Studio II	3
ART 703	Directed Graduate Studio III	3
ART 704	Directed Graduate Studio IV	3
ART 710	Professional Practices	3
ART 798	Graduate Studio Seminar	6
ART 799	Graduate Studio Thesis	12
ART 797	Teaching Practicum	0-3
	Approved Elective	0-3

In addition to the above, select 3 to 6 hours from the following Art History courses:

Course Code	Course Title	Credit Hours
ART 672	Medieval Art	3
ART 675	Art of the Renaissance	3
ART 678	Baroque Art	3
ART 680	Modern Art	3
ART 684	Contemporary Art	3
ART 685	Art of Mesoamerica	3
ART 688	Basic Conservation of Art and Artifacts	3

Students are encouraged to incorporate coursework from other departments in the university as appropriate to their research. Courses that could be considered as substitutes for ART 699 and an art history elective, pending advisor approval, respectively: LIS 604 Reference, LIS 634 Introduction to Storytelling, MED 661 Sound Mixing, MED 662 Digital Filmmaking, and/or MED 697 Advanced Studies in Media; LIS 602 History of Books and Libraries, MED 681 Issues in Media Ethics, MED 670 Film Theory, and/or MED 680 Media in Politics. Prerequisites may apply. Other courses could be considered on an individual basis, pending Graduate Coordinator approval.

Additional Degree Requirements

A student's program of study is subject to the approval of the Graduate Coordinator in consultation with the major professor or faculty from the area of directed research. Additional coursework may be required to accommodate undergraduate deficiencies.

A probationary review will be conducted at the end of the third semester (during ART 703) evaluating a student's progress towards his or her thesis development and a unified body of work. A less than satisfactory review could result in dismissal or additional course work with a follow up review to assess progress.

The thesis requirement consists of the following:

1. the graduate exhibition/presentation of a substantial and accomplished body of original works of art or design during the final semester of the student's program;
2. a written document pertaining to the work exhibited/presented, the character of which is determined by the area of study;
3. a final oral examination will be taken when the student has completed the program of study and the graduate exhibition/presentation, and a copy of the written document has been distributed to each member of the supervisory committee;
4. approved documentation of the graduate exhibition/presentation is to be submitted for the record to be kept by the Art and Design Department.

For the awarding of the MFA degree, the following is required:

1. satisfactory completion of all coursework (no grade lower than a "B" (3.0) in any graduate course);
2. thesis requirements, as above;
3. positive recommendation by the thesis committee.

Art Courses

ART 672 Medieval Art

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of instructor. Painting, sculpture, and architecture of Europe from the fourth century through the fourteenth century. The course emphasizes the development of a distinctly European art and culture. May be taught concurrently with ART 472. Cannot receive credit for both ART 472 and ART 672. 3(3-0) D

ART 675 Art of the Renaissance

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of instructor. A survey of painting, sculpture, and architecture in Europe from 1300-1575. May be taught concurrently with ART 475. Cannot receive credit for both ART 475 and ART 675. 3(3-0) D

ART 678 Baroque Art

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of instructor. The major figures and developments in art and architecture from Mannerism through the Rococo in Italy and Northern Europe. May be taught concurrently with ART 478. Cannot receive credit for both ART 478 and ART 678. 3(3-0) D

ART 680 Modern Art

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of instructor. A study of the objects, artists, ideas, and movements which are a part of the modern and late modern tradition from the mid 19th Century through the period following the Second World War. May be taught concurrently with ART 480. Cannot receive credit for both ART 480 and ART 680. 3(3-0) F,S

ART 684 Contemporary Art

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of instructor. This course will emphasize the issues raised during the transition to "Post-Modern" culture in the last decades of the 20th Century and the beginning years of the 21st Century. The approach and the assignments will employ theoretical and critical as well as historical thinking. May be taught concurrently with ART 484. Cannot receive credit for both ART 484 and ART 684. 3(3-0) D

ART 685 Art of Mesoamerica

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of

instructor. The art and architecture of Mesoamerica and the cultures that produced it. May be taught concurrently with ART 485. Cannot receive credit for both ART 485 and ART 685. 3(3-0) D

ART 688 Basic Conservation of Art and Artifacts

Prerequisite: 3 hours of art history at the undergraduate upper level or graduate level and permission of instructor. This course combines advanced art historical study and research of art and artifacts with a hands-on introduction to basic conservation techniques. May be taught concurrently with ART 488 and/or MST 488. Cannot receive credit for both ART 488 and ART 688 or for both MST 488 and ART 688. 3(3-0) D

ART 690 Art Studio Workshops for Art Educators

Focused study in specific studio area, emphasis on upgrading skills and extending understanding of aesthetic and visual qualities. May be repeated to a total of 6 hours. Variable Content Course. May be taught concurrently with ART 590. Cannot receive credit for both ART 590 and ART 690. 2-3 F,S

ART 692 Art and Theory

Prerequisite: 6 hours of art history at the undergraduate, upper-level or graduate level; and permission of instructor. This course will introduce students to a range of critical art theories from the late 19th century through the early 21st century, addressing what has been thought and written about art from various perspectives. 3(3-0) D

ART 699 Graduate Studio

Prerequisite: permission of the instructor. Individual graduate studio research in visual art/design. May be repeated for credit. 3(0-6)

ART 701 Directed Graduate Studio I

Prerequisite: admission in the MFA in Visual Studies program and permission of the instructor. Graduate studio research in visual art/design in preparation for thesis development. Course content to be determined by the student and the supervising graduate faculty member. 3(0-6) F,S

ART 702 Directed Graduate Studio II

Prerequisite: ART 701 and permission of the instructor. Continuation of ART 701. Graduate studio research in visual art/design. Course content to be determined by the student under the supervision of a graduate faculty member. 3(0-6) F,S

ART 703 Directed Graduate Studio III

Prerequisite: ART 702 and permission of the instructor. Continuation of ART 702. Graduate studio research in visual art/design. Course content to be determined by the student under the supervision of a graduate faculty member. 3(0-6) F,S

ART 704 Directed Graduate Studio IV

Prerequisite: ART 703 and permission of the instructor. Continuation of ART 703. Graduate studio research in visual art/design. Course content to be determined by the student under the supervision of a graduate faculty member. 3(0-6) F,S

ART 710 Professional Practices

A comprehensive study in theoretical and practical aspects of succeeding as a practicing artist or designer both inside and outside the academic setting. Students will survey the procedure and common practices expected of the artist or designer as a productive member of the professional community and educator in the field. This course should be taken before the Thesis/Exhibition Course at the end of a student's graduate career. 3(3-0) S

ART 785 Independent Study

Prerequisite: portfolio review of work in selected studio area. Independent work in one studio area, directed and critiqued by studio advisor. May be repeated to a total of 9 hours. 3(0-6) F,S

ART 797 Teaching Practicum

Prerequisite: permission of the instructor. This course will address topics unique to university art and design faculty and professional practices in various fields teaching visual studies. Successful completion of this course is needed to participate in Missouri State University's Teaching Assistant Program or to become a Per Course (or adjunct) Instructor while enrolled in the MFA program. Students will survey topics pertaining to effective university level instruction through the exploration of course development, organization and public communication skills. Topics such as how and why students learn, where to find teaching resources, and how to refine a learning environment will be discussed through a variety of formats and activities in this class. A mentor/mentee program will also be a component of this course to allow students to shadow experienced professors and learn through observation. 3(3-0) F

ART 798 Graduate Studio Seminar

Prerequisite: permission of the instructor. Seminar exploration of current formal and conceptual problems in visual art/design through discussion and critique of student research. May be repeated a total of 6 hours. 1(0-2) F,S

ART 799 Graduate Studio Thesis

Prerequisite: permission of the instructor. Concentrated activity in the major field of study in preparation for the thesis exhibition/presentation. May be repeated for credit. 6(0-12) F,S

New Program Requests - Template

Use this template to complete a program request for MDHE/CBHE. Send the completed word document to Institutional Research for formatting and. The final formatted document will be returned to the originating unit for a final review. Return approved edited document to Institutional Research to complete the submission process.

Current MDHE/CBHE Review cycle—please note date proposal needs to reach OIR to be considered for each State cycle:

For a program proposal to be considered for approval at the CBHE meeting in:	MSU-OIR must receive the proposal by:	to meet MDHE deadline of:
September	1-Jun	1-Jul
December	1-Sep	1-Oct
February	1-Nov	1-Dec
April	2-Jan	1-Feb
June	1-Mar	1-Apr

A complete proposal should contain the following information in this order and numbered this way. Do not delete any items/questions—use the phrase "Not Applicable" in place of a response.

New Program Proposal

Sponsoring Institution(s): Missouri State University
 (add any collaborating institutions) Not applicable
 Program Title: Visual Studies
 Degree/Certificate: Master of Fine Arts (MFA)
 Options: Not applicable

Delivery Site(s): Missouri State University
 CIP Classification: 50.0102, 50.0401, 50.07 (Please provide a CIP code)
 Implementation Date: AY 2015-16
 Cooperative Partners: Not applicable
 Expected Date of First Graduation: May 2018
 Person to contact for more information (name and phone number)
Carolyn Cardenas 417-836-5110

Executive Summary

The Master of Fine Arts (MFA) in Visual Studies at Missouri State University, with an emphasis on the student's original studio research, will prepare students to be cultural leaders in the fields of Visual Art and Design. Professional-level work in art and design is produced through creative endeavor, inquiry, and investigation. Original work created within and between the contemporary, traditional and interdisciplinary approaches and media is one of the expected outcomes of this program. Student research will draw upon the department faculty expertise and facilities that range from historical to technologically advanced studio processes, blending both old and new influences into original forms or expressions.

Almost sixty faculty members, with twenty-nine permanent full-time professors, and 570 undergraduate art majors make this department the largest publicly supported one in Missouri. In summer 2013 the department takes up residence at Brick City, a 180,000 square foot facility providing new studios, smart classrooms, experimental student galleries and critique spaces, two professional galleries, eleven computer labs, a visual resource library, art supply store, and administrative and support offices. Graduate students will not only be able to shape their vision as artists here, but they will also learn how to teach their discipline: the MFA is a terminal degree, one equal to a Ph.D. in other academic units, that requires sixty credit hours.

The location of the new facility in the downtown Springfield area, currently undergoing a new expansion and restoration process, is unique in its ability to provide Art and Design students an interface with other galleries, businesses, restaurants, etc. Important urban research partnerships, such as the Innovation, Design, Entrepreneurial, Art (IDEA) Commons, and Marlin Graphic Design Studios are right next-door. They provide working models of invention and practical applications, with opportunities to share in research and employment, as well as the special Public Affairs Mission of the institution.

Cultural leaders, like those produced through this degree, are those who bring to light and engage global citizens in issues about who we are and who we want to be as a people. With programs abroad in Florence, London, Arles and faculty/student exchanges in Korea, China, and Taiwan offer Art and Design students opportunities to further enrich their cultural studies. Diverse faculty members from ten countries also bring different perspectives and engage students in deepening a world-wide perspective. As practicing artists or designers those ideals are expressed in visual, tangible ways – through technology, social media, advertising, television, film, and art. These messages permeate society into all the objects we buy, the way we interact with our environment and shape what we think and how we feel as human beings with a variety of backgrounds and traditions.

These cultural leaders may take positions as educators within higher education, or within museums, galleries, community arts organizations, design agencies and broadcasting, or within entertainment industries such as video game development and visual effects for television and film. From visiting artists and lecturers to Self-Study consultants, professionals question the absence of an MFA at Missouri State University, given its scale, quality and interdisciplinary promise. Unlike other regional institutions that focus on specific technical or conceptual disciplines, weaving Design and Art programs together creates an environment of vital symbiosis. Curriculum defined by *Graduate Studios*, rather than *Graduate Illustration* or *Printmaking*, for example, encourages the MFA student to design their own pathway, using all the tools needed to find a personal voice and later a successful career.

Missouri State University's MFA program is designed to build upon and complement the strengths of the University, the College of Arts and Letters, and the Art and Design Department. The Art and Design Department provides studio facilities and equipment for animators, ceramicists, digital and video artists, graphic designers, drawing students, illustrators, jewelers, metalsmiths, painters, photographers, printmakers, and sculptors.

1. Need

A. Student Demand:

- i. Estimated enrollment each year for the first five years for full-time and part-time students (Please complete table below)

	Year				
	1	2	3	4	5
Full Time	4	8	12	12	12
Part Time	4	6	8	12	14
Total	8	14	20	24	26

- ii. Will enrollment be capped in the future?

The enrollment cap will be 30; even though part-time students will need to provide their own studio spaces, their access to other equipment and facilities will put a strain on these necessities without such a cap.

During the spring of 2013, 154 upper-level animation, electronic arts, design and illustration students were asked with the following question:

Within the next five to seven years, would you be interested in pursuing an MFA?

RESPONSE: 52% yes (80); 17% maybe (26); 31% no (48)

This particular subset of students was polled as they are projected to be two of the largest populations pursuing the MFA in Visual Studies degree. The department believes these numbers represent the "typical" student opinion for those pursuing the BFA in a visual studies area, from any undergraduate institution.

B. Market Demand:

- i. National, state, regional, or local assessment of labor need for citizens with these skills

While the *Chronicle of Higher Education* calls statistics on the hiring of visual artists with MFA degrees "elusive", there is a wealth of anecdotal evidence showing that they are being employed. Cited in this article *Artists with MFAs Find Teaching Jobs in New Venues*, August 22, 2011:

The downturn in the economy forcing public schools to cut back arts in education has meant that other types of institutions are expanding their programs through museum outreach, special classes, continuing education programs and private schools. In all of these venues, teaching positions are in demand. And artists with the terminal degree are most often desired and selected for these positions. Many museums expect to further expand their offerings, thus expanding the teaching opportunities.

In addition, there is a growing number of positions in private and parochial schools for artist/faculty who hold MFA's. These schools fashion their programs on the collegiate model and hire MFAs to mentor/teach within their programs.

While there are currently no statistics available for placement rates, the US Bureau of Labor Statistics show the following national growth rate in new positions for 2012.

Note 13% is the average growth rate among surveyed positions.

Graphic Design	13% (as fast as average)
Photographers	13% (as fast as average)
Art Directors	9%
Multimedia Artists and Animators	8%
Craft and Fine Artists	5%

Having a terminal degree in Visual Studies makes applicants more competitive for positions, according to the professional organizations for the above disciplines.

The annual pay for positions relevant to the Visual Studies degree show that their education makes an impact. In almost all cases, positions impacted by the in Visual Studies have higher *individual* median salaries than the median *household* income for the state of Missouri:

The median household income as reported by the US Census for 2010 lists:

Missouri	\$ 44,306
Greene County	\$ 38,059

Median annual pay for entry-level positions in May 2011, as reported by the Bureau of Labor Statistics, in Missouri:

Art Directors	\$ 66,440
Multimedia Artists and Animators	\$ 54,380
Graphic Design	\$ 43,180
Craft and Fine Artists	\$ 49,000
Photographers	\$ 27,150

Median annual pay for entry-level positions in May 2011, as reported by the Bureau of Labor Statistics, nationally:

Art Directors	\$ 80,630
Multimedia Artists and Animators	\$ 58,510
Graphic Design	\$ 43,500
Craft and Fine Artists	\$ 43,470
Photographers	\$ 29,130

The American Institute for Graphic Arts (AIGA) – the only national professional organization for that discipline - reports that Graphic Designers with an MFA typically get a 4% boost in salary over their counterparts with only BFA degrees. But while that amount may not seem very significant, candidates with an advanced degree are much more competitive. Making the assumption that in a more difficult economy jobs are fewer, having an MFA would certainly seem to make a difference in placement rates.

The following are industries and position titles for skill sets in Visual Studies.

ANIMATION, DIGITAL ARTS

Advertising, Television/Film, Corporate, Education, Mass-Media, Video Gaming

- Director
- Visual Effects Artist / Supervisor
- Sprite Artist / Supervisor
- Storyboard Artist
- Art Director
- Director of (Virtual) Cinematography
- Character Animator
- Effects Animator
- 3D Environment Artist / Supervisor

GRAPHIC DESIGN, ILLUSTRATION, PHOTOGRAPHY

Advertising, Television/Film, Corporate, Education, Mass-Media

- Art Director
- Book Illustrator, Technical/Production Illustrator
- Exhibitions Designer
- Free-lance Photographer
- Font Designer
- Designer-Advertising, Corporate, Publishing,
- TV/Film, Entertainment
- Multi-media specialist
- Package Designer, Product Designer
- Photo/Computer/Digital Lab Technician
- Urban Graphics Designer (display, signs, billboards)
- Web Designer, Webmaster
- Professor

MUSEUM STUDIES, ARTS ADMINISTRATION, CONSERVATION/RESTORATION

*(Usually requires MFA, MA or PhD)
Social, cultural agencies; Education*

- Art Director
- Art Lecturer/Visiting Scholar
- Art Supervisor
- Arts Administrator
- Arts Management
- Career Development Counselor
- Cataloger
- Conservator/Restorer
- Development/Grant Writer
- Director
- Director of Visual Arts Program
- Exhibitions Coordinator
- Exhibit Designer
- Fine Arts Appraiser
- Gallery Director
- Museum Educator/Researcher
- Photography Lab Technician
- Registrar

APPLIED ARTS

(All Studio Disciplines)

- Arts Administrator, Art Dealer
- Art Consultant
- Carpet Designer
- Curator, Writer, Critic
- Exhibit Designer
- Fabric and Textile Designer
- Furniture Designer
- Gallery Director
- Greeting Card Designer
- Resilient Flooring Designer
- Stylist
- Tableware Designer, Toy Designer
- Wallcovering Designer

CRAFTS: CERAMICS, METALS/JEWELRY

Museums, galleries, industry, schools

- Administrator, Industry Consultant
- Artist-in-Residence/Artist in Schools
- Free-lance, Commissioned, Self-Employed
- CAD designer, Jewelry Designer
- Glass Designer, Stained Glass Designer
- Ceramicist
- Fabric Designer, Textile Designer
- Historical Master Craftsperson, Apprentice
- Industrial Designer
- Museum Craftsperson, Restorer, Conservator
- Special F/X, Model Maker, Mold Maker
- Tabletop Designer, Toy Designer
- Wood & Metal Shop Supervisor/Technician

FINE ARTS: ANIMATION, DIGITAL ARTS, DRAWING, PAINTING, PHOTOGRAPHY, PRINTMAKING, SCULPTURE

Museums, galleries, industry, schools

- Professor
- Art Writer/Critic
- Artist-in-Residence/Artist-in-Schools
- Commercial Serigrapher/Silkscreener
- Costume Designer, Court Artist
- Digital Imaging
- Foundry Owner/Operator
- Gallery Owner/Administrator
- Master Printer/Print Studio Owner
- Model Maker, Muralist
- Painter, Sculptor, Printmaker (free-lance, commission)
- Portrait Painter/Sculptor, Set Designer
- Scientific Illustration, Technical Illustration
- Teacher/Administrator

C. Societal Need:

i. General needs which are not directly related to employment

Visual Studies address important issues that affect society in general. Students of visual art explore the ways that art and design influence the way that we think, work and live. In our world today we live in societies where visual communication is rapidly outpacing more traditional written and verbal modalities of interaction. Visual information is disseminated in an instant across a greater variety of technological interfaces than ever before. As consumers and global citizens we have become adept at reading clear, succinct, high-impact visual messages and society is in need of highly skilled visual communicators to help form, construct and transmit these images. The MFA in Visual Studies is a terminal degree, the highest qualification in the field, with a rigorous set of expectations that ensure that our graduates are proficient at the highest level of their disciplines. Not only are graduates of the MFA in Visual Studies program skilled in producing visual images, they are also highly educated in terms of the messages being communicated. In addition to their studio and technological capabilities they are critical readers, writers and thinkers; they have experience of leading intellectual discussions about visual culture and, through classroom experience and by professional example, are already teaching the next generation of visual communicators. In the MFA Visual Studies program graduate students engage with pressing questions about community and identity, about privacy, public responsibility and humanity; they graduate not just as educated citizens but as ethical ones.

The benefits for the University are wide reaching. Within the department of Art and Design undergraduate students are stimulated by the presence of graduate students in their studios and classes. MFA Visual Art Students model high standards of creative problem-solving and technical expertise and bring the wisdom of greater experience to their interactions with undergraduates. In classes and critiques they bring a fresh perspective to discussions and, as graduate teaching assistants, they augment the pool of qualified local per-course instructors, having themselves had excellent pedagogical instruction through the teaching practicum course and through shadowing full-time faculty. Outside of the department, the benefits of MFA Visual Art students include the possibilities for interdisciplinary collaboration and the potential to attract funding for research projects that may be shared with partners in areas from across the College of Arts and Letters or indeed the University as a whole. The MFA program will attract international faculty and students to the Springfield campus and the very presence of a graduate program will be a bonus in the retention of top-class, ambitious, research faculty who might not otherwise be convinced to spend their career in a department that caters almost exclusively to undergraduate students. The research excellence of these faculty and graduate students will generate more grants within the discipline and, in turn, the success of the department will make Art + Design more attractive to potential donors while raising the profile of the whole University.

With the July 2013 move of the entire department of Art and Design to Brick City, the MFA program in Visual Studies finds itself in the optimal position to contribute even more dynamically to the University's mission of Public Affairs as part of the IDEA Commons. With graduate students, the potential for community partnerships in the downtown area is raised even further than our excellent existing relationships already enjoyed by our undergraduate ambassadors. The presence of MFA students can only spur an increase in the visual literacy of the community as we strive for new ways to respond to local needs. Area museums, galleries, and other non-profit art organizations will also benefit from the presence and participation of these MFA students. An increase in the local

population earning terminal degrees will lead to higher median earnings and a higher standard of living within our community. The retention of talent within a vibrant and growing visual arts community will increase the status of Springfield as a desirable place to live, and the dollars of professionals attracted to the city will help to strengthen the economy for all.

D. Methodology used to determine "B" and "C" above.

The sources for the above statistics and information are included in the descriptions above where used and include:

Chronicle of Higher Education, *Artists with MFAs Find Teaching Jobs in New Venues*, Daniel Grant, August 22, 2011
<http://chronicle.com/blogs/arts/artist-mfas-find-teaching-jobs-in-new-venues/29759>

United States Bureau of Labor Statistics, May 2011, State Occupational Employment and Wage Estimates
http://www.bls.gov/oes/current/oes_mo.htm#27-0000

Missouri Economic Research and Information Center, Missouri Department of Economic Development, Median Household Income Data Series
http://www.missourieconomy.org/indicators/wages/mhi_10.stm

American Institute for Graphic Arts (AIGA) salary surveys 2008-2012
<http://www.aiga.org/salary-survey/>

2. Duplication and Collaboration:

If similar programs currently exist in Missouri, what makes the proposed program necessary and/or distinct from the others at public institutions, area vocational technical schools, and private career schools?

The MFA in Visual Studies at Missouri State University would be a unique program in Missouri because of both its overall scale, including breadth of media, and its opportunities for teacher training with such a large undergraduate population. Students in this program would create original research by utilizing almost thirty professors with terminal degrees in animation, electronic arts, applied typography, interactive media design, information design and a broad range of topics related to illustration, visual communication and applied image making, ceramics, metalsmithing, sculpture, printmaking, photography, painting, and drawing.

Two universities in the state of Missouri offer MFA in Visual Arts-related degrees: University of Missouri-Columbia (MU) and Washington University in St. Louis. Missouri State University has more studio classroom facilities, faculty and breadth of art and design offerings than do the other two programs.

MU is a traditional program with distinct disciplines, suggesting only limited interdisciplinary studio opportunities and a smaller faculty. Missouri State University has a third more faculty than does University of Missouri and offers both a depth and range of broader perspectives via faculty specialties. MU currently has three state-of-the-art computer labs; Missouri State University will have eleven, once moved into the new facilities in Brick City in July 2013.

The existing graduate program at the Washington University, Sam Fox School of Art in St. Louis, is also focused on an MFA in Visual Art, offering interactive design, ceramics, painting, photography, printmaking, drawing and sculpture. However graphic design in the School of Art at this private institution is dedicated to theory-based conceptualism, one that strictly focuses on human-centered *design thinking*. Although that approach is a very important scholarly addition to MFA programs, the Missouri State University degree provides a more flexible one, which is open to the individual student's research, production and thesis presentation.

Washington University has a similarly sized Visual Arts program to Missouri State's, though slightly smaller with 24 full-time faculty members as compared to 28 at Missouri State. And while the program in St. Louis has a world-class teaching museum and a fabrication lab for sculpture on the grounds of the university, tuition at Washington University, a private institution, is significantly higher than that of Missouri State University: \$57,000 a year as compared to resident tuition of \$6,200.

Listed below are Missouri 4-year, non-parochial institutions:

Institution	Degree	Distance (miles)	Public/Private	Tuition, resident (annual)	NASAD accreditation
Drury University	No MFA	<5	Private	\$6,400+	No
Kansas City Art Institute	No MFA	>250	Private	\$ 42,000+	No
Lincoln University	No MFA	> 135	Public	\$5,330+	No
Maryville University	No MFA	>250	Private	\$24,000+	No
Missouri Southern State University	No MFA	>70	Public	\$3,400+	No
Missouri State University				\$6,234+	
Missouri Western State University	No MFA	>250	Public	\$5,620+	No
Missouri University of Science and Technology	No MFA	> 110	Public	\$8,894+	No
Northwest Missouri State University	No MFA	>250	Public	\$10,053+	No
Southeast Missouri State University	No MFA	>250	Public	\$5,650+	No
Stephen's College	No MFA	> 160	Private	\$27,210+	No
Truman State University	No MFA	>250	Public	\$7,852+	No
University of Central Missouri	No MFA	>115	Public	\$6,830+	No
University of Missouri	MFA	> 160	Public	\$7,700+	No
University of Missouri-Kansas City	No MFA	>250	Public	\$7,700+	No
University of Missouri-St. Louis	No MFA	>250	Public	\$8,200+	No
Washington University	MFA	>250	Private	\$ 57,000+	Yes
Webster University	No MFA	>250	Private	\$12,500+	No

The MFA in Visual Studies program would also be unique in Missouri for its ability to train artists for careers in collegiate teaching within discipline specialties. Because of the size of the undergraduate program at Missouri State University, one of the largest in the state of Missouri, based on majors, the Graduate Teaching Assistants would be able to teach within sophomore-level, discipline-specific classes. MU has 250 undergraduate majors, Washington University has 280 and Missouri State University has 511. The nature of the teaching experience and the teaching portfolio makes a significant difference in the qualifications for hiring of college teachers. Having this extra experience will make the MFA in Visual Studies graduates, who qualify as Teaching Assistants, valuable to future employers.

Does delivery of the program involve a collaborative effort with any external institution or organization? If yes, please complete the rest of this section. If no, state not applicable and go to item 3.

Far East University, University of Daegu, Sungshin University, Sung Kung Kyan University, and University of Seoul, all in Seoul, South Korea

Length of agreement (open-ended or limited): 5 Years

Which institution(s) will have degree-granting authority?

Missouri State University

- A. *Which institution(s) will have the authority for faculty hiring, course assignment, evaluation, and reappointment decisions?*

Missouri State University

- B. *What agreements exist to ensure that faculty from all participating institutions will be involved in decisions about the curriculum, admissions standards, exit requirements?*

Memorandum of Understandings (MOU), signed by both presidents at the various institutions, is now in the final stages of development.

- C. *Which institution(s) will be responsible for academic and student-support services, e.g., registration, advising, library, academic assistance, financial aid, etc.?*

Missouri State University will provide academic support but Korean institutions offer financial support from yearlong sabbaticals and artist-in-residencies for Missouri State faculty members at their institutions to student exchange scholarships on full rides and tuition remission scholarships for graduate study.

- D. *What agreements exist to ensure that the academic calendars of the participating institutions have been aligned as needed?*

The MOU is very thorough and addresses all aspects of university issues: scheduling, lifestyle, language study, etc.

- E. *In addition to the information provided by each participating institution regarding Financial Projections (item 4 below), please address the following items:*

- I. *How will tuition rates be determined if they differ among the institutions?*

The tuition will be paid directly to Missouri State University at the international rate (roughly the same as in-state tuition.)

- II. *Has a formal agreement been developed regarding cost-sharing policies? If yes, please include it as part of the proposal. If no, please summarize the current understanding between all parties and the plans for developing a formal agreement.*

The agreement for cost-sharing with Far East University (FEU) is as follows: students shall be responsible for paying all tuition and fees as well as their living expenses while at Missouri State University. Korean students shall purchase medical insurance through Missouri State University.

Four other similar agreements are in the process of being developed with the above named universities in Seoul.

III. *What arrangements, if any, have been made for exchange of money between participating institutions?*

Not Applicable

F. *What commitments have been made by all participants to evaluate the program systematically?*

An annual visitation by faculty of both institutions to have an onsite exchange of information will be arranged.

G. *If one institution wishes to discontinue the program, what agreements exist for terminating the offering?*

Express the desire to terminate in writing.

3. Program Structure:

A. What are the total credits required for graduation? This should match C+D+E below.
60

B. Are there any residency requirements?
Transfer credit of up to 12 credits is allowed, at the discretion of the program's Graduate Coordinator.

Total Credits by Category

C. General Education courses: Total credits required: 0
List of classes that contribute to this total (an example has been entered).

Course ID	Course Title	Credits
<i>Not Applicable</i>		

Total above should be the same as item 3.C.

D. Major requirements: total credits required: 60
List of classes that contribute to this total (an example has been entered).

Course ID	Course Title	Credits
ART 692	Art and Theory	3
ART 699	Graduate Studio	15-21
ART 701	Directed Graduate Studio I	3
ART 702	Directed Graduate Studio II	3
ART 703	Directed Graduate Studio III	3
ART 704	Directed Graduate Studio IV	3
ART 710	Professional Practices	3
ART 717	Teaching Practicum	0-3
ART 798	Graduate Studio Seminar	6
ART 799	Graduate Studio Thesis	12
	Approved Elective	0-3

Students will select 3-6 hours from the following Art History offerings:

ART 672	Medieval Art	0-3
ART 675	Art of the Renaissance	0-3
ART 678	Baroque Art	0-3
ART 680	Modern Art	0-3
ART 684	Contemporary Art	0-3
ART 685	Art of Mesoamerican	0-3
ART 688	Basic Conservation of Art and Artifacts	0-3

Total above should be the same as item 3.C.

E. Free elective credits: 0-3

F. Describe any requirements for thesis, internship or other capstone experience.

The thesis requirement consists of the following:

- the graduate exhibition/presentation of a substantial and accomplished body of original works of art or design during the final semester of the student's program;
- a written document pertaining to the work exhibited/presented, the character of which is determined by the area of study;

- a final oral examination will be taken when the student has completed the program of study and the graduate exhibition/presentation, and a copy of the written document has been distributed to each member of the supervisory committee;
- approved documentation of the graduate exhibition/presentation is to be submitted for the record to be kept by the Art and Design Department.

G. Describe any unique features such as interdepartmental cooperation.

Students whose research involves interactive media design, sound or video will be able to take graduate level courses through the department of Media Journalism and Film. Courses that could be considered as substitutes for ART 699 and an art history elective, pending advisor approval, respectively:

MED 661 Sound Mixing, MED 662 Digital Filmmaking, and/or MED 697 Advanced Studies in Media; MED 681 Issues in Media Ethics, MED 670 Film Theory, and/or MED 680 Media in Politics.

Students whose research involves book design will be encouraged to take relevant classes from Library Science offerings. Examples include:

LIS 604 Reference, LIS 634 Introduction to Storytelling, LIS 602 History of Books and Libraries.

Students will be advised that prerequisites may apply. Other courses could be considered on an individual basis, pending Visual Studies Graduate Coordinator approval.

The Department of Art and Design expects to add an optional international component to the Visual Studies degree. The department is in the process of establishing many options for international study with universities in South Korea, Taiwan, France and China. The existing summer program in Florence, Italy and the arrangements made through the Santa Reparata International School of Art already offer an to earn credit while studying abroad.

Other areas of interdepartmental cooperation expected are based on long-established creative collaborations between faculty in Art and Design and faculty in the Theater and Dance Department and the Music Department. Opportunities exist for graduate students to participate in virtual set design using digital technology and performance.

Students will be encouraged to seek out additional opportunities and input from departments and faculty across the university, as pertinent to their research.

4. Financial Projections (for public institutions only): Please complete table at the end of this document. Additional narrative may be added as needed. If more than one institution is providing support, please complete a separate table for each institution.

Financial information (Section 4)

	2015-16	2016-17	2017-18	2018-19	2019-20
1. Expenditures					
A. One Time:					
New/Remodeled space *	Undetermined -----				
Equipment	\$ 96,805	\$ 28,547	\$ 28,547		
Library	\$ 0	\$ 0	\$ 0	\$ 0	\$ 0
Per Course (2)	\$ 6,450	\$ 0	\$ 0	\$ 0	\$ 0
Grad Assistants (3-4 per year)	\$ 58,000	\$ 101,500			
Other: accreditation site visit			\$ 2500	\$ 6500	
A. Total one time:*	\$ 161,255	\$ 130,047	\$ 31,047	\$ 6,500	\$ 0
B. Recurring:					
Faculty					
Assistant Professor	\$ 56,000	\$ 56,000	\$ 56,000	\$ 56,000	\$ 56,000
Benefits -- -34.6%	\$ 19,376	\$ 19,376	\$ 19,376	\$ 19,376	\$ 19,376
Grad Assistants (10)			\$ 145,000	\$ 145,000	\$ 145,000
Per Course (2)	\$ 6,450	\$ 6,450	\$ 6,450	\$ 6,450	\$ 6,450
Overload Pay (2 hrs) **	\$ 3,500	\$ 3,500	\$ 3,500	\$ 3,500	\$ 3,500
Equipment***	\$ 18,000	\$ 18,000	\$ 18,000	\$ 18,000	\$ 18,000
Library	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000
Other: annual accreditation fee					\$ 2,082
Other: operations	\$ 500	\$ 500	\$ 500	\$ 500	\$ 500
Other: recruitment costs	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000	\$ 2,000
B. Total for recurring	\$ 108,826	\$ 107,826	\$ 252,826	\$ 252,826	\$ 254,908
Total (A+B) *	\$ 269,081	\$ 237,873	\$ 283,873	\$ 259,326	\$ 254,908
2. Revenues					
State Aid – CBHE/DESE	\$ 0	\$ 0	\$ 0	\$ 0	\$ 0
University Tuition and Fees***	\$ 37,016	\$ 69,188	\$ 101,360	\$ 111,048	\$ 115,892
Total Revenues	\$ 37,016	\$ 69,188	\$ 101,360	\$ 111,048	\$ 115,892

* New/Remodeled space = 60,000 sf near Brick City complex for studio work spaces; shared technology suites; strict specifications will be required for safety – this space has NOT been identified and therefore its costs are unknown.

** Figured 2.5% of an average senior professor salary in Art & Design

*** A differential tuition proposal is being developed to offset the equipment/software cost. Tuition was calculated as ¼ in-state; ¼ out-of-state and are based on FY2012-2013 tuition and fee structure, with full-time consisting of 10 graduate credit hours.

One-time costs

Space

New/remodeled space is essential to a graduate program in Visual Studies. An individual studio space for each full-time enrolled student (300sf x12), a workroom/technology suite with centrally-located, shared equipment (400sf), and a small classroom (400sf), plus handicap accessible lavatories, totaling approximately 5,200 square feet is needed. The space would need to be close to the Brick City complex and comply with strict specifications for safety – especially ventilation. This space has NOT been identified and therefore its costs are unknown.

Equipment

Essential equipment includes: computer workstations, software, a few specialized printers and scanners, cameras, cabling, a limited amount of lighting equipment, specialized printing/binding components, as well as rudimentary furniture including tables and easels. Students will require these basics to be productive and compatible with the rest of the Art and Design facilities. It will be important to supply these necessary items to be competitive in student recruiting. Some of these items can be phased in over the beginning three years of the program, until it is fully enrolled, hence the higher budget figure the first year and the lesser numbers the second and third.

Per Course

Two per course faculty will be needed the first semester, before the first TA's can be trained which will provide for reassignment of full-time faculty participating in the grad program: ART 797 Teaching Practicum Class, which provides training for the TA's; and a one-class reassignment for the Grad Coordinator position. After that first semester, it is expected that TA's will supply additional sources for additional reassignments. In the spring semesters, ART 710 Professional Practices will need covering, as well as an additional semester of reassignment for the Grad Coordinator. The costs associated for this are calculated on rates for per course with MFA's (\$1075 per credit hour).

Grad Assistants

To be competitive in recruiting, the program needs Graduate Assistantships, even if they will not be teaching the first semester. All the studio areas have heavy maintenance needs to remain functional, whether in computing or clay. Currently, faculty shoulder all that responsibility which was noted in the recent Program Review as a problem needing attention. Using the first-semester grad students to help alleviate this, even for a semester, helps the entire department of Art and Design and gives graduate students practical experience in facility maintenance which is also an important part of the process of their professional development. This cost is listed in one-time expenditures as the program is phased in, the first year includes costs for four graduate assistantships, the second year – three. This cost appears later in the recurring section, once the program is at maximum enrollment. \$14,500 per grad student was used in the calculations.

Accreditation site visit

National Association of Schools of Art & Design (NASAD) charges a \$500 fee per visit, plus the travel expenses of the reviewers. The first review, projected to be in AY 2017-18 would be a preliminary visit and include only one reviewer; the second visit would include three reviewers. The costs listed are based on AY 2012-13 prices.

Recurring costs

Assistant Professor with benefits

With the majority of incoming graduate students probably coming from disciplines involving the Digital Arts, the program will be in dire need of an additional faculty member to support the interests of these students. The department lost its Digital Arts faculty member four years ago and has not yet been given permission for a replacement search. Since that time, faculty in design, animation, electronic arts and even an assistant professor in Media Journalism and Film teaching an overload class, have been stretched thin, trying to accommodate the existing undergraduate demand. This Assistant Professor in Digital Arts should have a broad spectrum of skills capable of teaching a wide array of classes to both undergraduate and graduate students. The salary listed has a separate line for benefits calculated at 34.6%.

Providing 10 Graduate Assistantships per year is expected to keep the program competitive. Using them as TA's will help alleviate the overabundance of per course faculty the department uses, while maintaining quality via a strong TA training program. Even the semester before they are trained, the use of these assistantships will help maintain the classroom/studios in the department, expressed by the recent Program Reviewer as an essential issue to be addressed. This one-semester focus on studio maintenance is a start at addressing these important concerns.

Per Course

Costs associated with two per course faculty will be deposited into the department's banking system to repay, uncompensated teaching with release time for research. The addition of a graduate program will assign more uncompensated teaching to Art and Design faculty who already give so much extra time to their undergraduates. The expectations for research for faculty teaching in the graduate program are even higher. With all the extra time spent in the classroom, research suffers. Using the reassignment that the per course provide for research, based on a rotation system, these costs will help ensure a balance in teaching and research expectations for faculty and the quality of instruction for all.

Overload Pay

ART 798 Graduate Studio Seminar is a one-credit class, taken every semester by the typically-enrolled, full-time graduate student in the Visual Studies program, and designed to be taught by a full-time faculty member. This cost was calculated as overload pay at 2.5% of an average senior professor in Art and Design. A single credit class is harder to negotiate release or reassignment time and therefore was assigned the overload pay scale.

Equipment

This recurring equipment budget is necessary to repair/replace the equipment throughout the department that graduate students will access as part of their studies. It also is essential to repair and replace the equipment provided in the new technology suite/workroom for the graduate students specifically. The need for additional resources to accommodate the updating of studio equipment throughout the department was also cited by the Program Reviewer.

Library

Increasing the library holdings in Visual Studies is important to original research conducted by the graduate students in the program. The query-based approach to information gathering, proliferated by internet and electronic searches, limits the inter-connections made between published research sources. Having the tangible products available for review in the library is an often-overlooked, valuable commodity in the development of new research.

Annual accreditation fee

Once accredited, the annual fee is as stated – according to the cost listing as of AY 2012-13.

Recruitment

The costs associated with recruitment will include publications and mailings, with a small amount for travel costs.

Operations

The costs associated with operations include miscellaneous office supplies and thesis exhibition staffing, promotion and documentation.

Revenues

Tuition and fees

The table below shows the relationship of full-time and part-time students and the expected enrollment over the first five years:

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
Number of Full-time students	4	8	12	12	12
Full-time / 20 credits per year	\$ 27,328	\$ 54,656	\$ 81,984	\$ 81,984	\$ 81,984
Number of Part-time students	4	6	8	12	14
Part-time / 8 credits per year	\$ 9,688	\$ 14,532	\$ 19,376	\$ 29,064	\$ 33,908
Total Tuition & Fees	\$ 37,016	\$ 69,188	\$ 101,360	\$ 111,048	\$ 115,892

These figures were based on the published tuition and fee rate for the Fall 2013 and Spring 2014 semesters.

- The full-time tuition estimates are based on the assumption that ¾ of the students will be residents of Missouri and ¼ will be non-residents, taking 10 credits per semester (Fall/Spring).
- The part-time estimates are based on the assumption that 100% will be residents, taking 4 credits per semester (Fall/Spring).

A differential tuition proposal is being developed to offset the equipment/software cost. Since COAL now has a successful model to follow, previous failed departmental course fee proposals will be adapted and submitted as a differential tuition proposal.

5. Program Characteristics and Performance Goals.

Although all of the following guidelines may not be applicable to the proposed program, please carefully consider the elements in each area and respond as completely as possible in the format below. Quantification of performance goals should be included wherever possible.

A. Student Preparation

Any special admissions procedures or student qualifications required for this program which exceed regular university admissions, standards, e.g., ACT score, completion of core curriculum, portfolio, personal interview, etc. Please note if no special preparation will be required.

Admission requires approval of a departmental entrance committee who will be examining the applicant's potential for further professional success in Visual Art and/or Design and the ability of the department to support the applicant's stated path of study.

In addition to the university standard requirements, students will be expected to possess a bachelor's degree with extensive preparation in the Visual Arts or Design or the equivalent work experience and at least 9 hours in art history, art theory/criticism, or a related discipline.

To make their determination, the Visual Studies entrance committee will be reviewing

- visual portfolio documentation in an appropriate digital format;
- a 300 to 800-word statement describing the reasons and goals behind the applicant's interest in graduate study and the direction of intended research;
- at least three letters of recommendation from individuals able to speak of the applicant's academic achievements and potential.

Characteristics of a specific population to be served, if applicable.

Missouri State University's Art and Design Department is committed to providing an environment that supports diversity. Recruitment of qualified minorities in various ethnic, racial, gender, disabled regional, national and international populations will be an important goal, in order to enrich cultural exchanges and support the myriad of artistic perspectives.

B. Faculty Characteristics

Any special requirements (degree status, training, etc.) for assignment of teaching for this degree/certificate. Estimated percentage of credit hours that will be assigned to full time faculty. Please use the term "full time faculty" (and not FTE) in your descriptions here.

A terminal degree in the area of expertise and graduate faculty status is required to teach in Visual Studies MFA program. It is estimated that 100% of the graduate-level credit hours will be taught by full time faculty.

Expectations for professional activities, special student contact, teaching/learning innovation.

All faculty members will continue to be involved and active professionally within their individual disciplines. This involvement may include, depending on the discipline: national and/or international conference participation; conducting and publishing research; participation within local, regional, national and international peer-reviewed

exhibitions; conducting workshops; giving visiting artist lectures; and developing collaborative art projects. Faculty members will have contact with students in the classroom as well as through independent research projects. Teaching/learning innovations will include traditional didactic methods, dialectical seminar-style experiences, hands-on studio demonstration and training, and individual research projects. Thesis work will be available for public display and will require a written component.

Enrollment Projections (repeat section 1.A.i)

	Year				
	1	2	3	4	5
Full Time	4	8	12	12	12
Part Time	4	6	8	12	14
Total	8	14	20	24	26

Student FTE majoring in program by the end of five years: 29.33

The FTE figure of 29.33 was calculated by adding twelve full-time students, averaging 20 credit hours per year, with fourteen part-time students, averaging 14 credits per year, for a total of 352 credit hours per year. That sum was divided by the standard graduate student load of 12 credit hours, to equal 29.33.

Please note that the department has three Instructors currently, two of which have non-teaching responsibilities that provide important service to the department.

One Instructor serves as the director of the university's Brick City gallery and receives six courses reassign time for those duties and teaches two courses per year, placing her at FTE .25 (or instruction only.) The recently added instructor line will have four courses reassigned for technology support per year, teaching four courses, that represents an FTE of .50 (or instruction only.)

The department's new head is represented as 1 FTE, though 100% of her time is spent in administration. In addition, two professors currently are reassigned to provide teaching support. An associate professor in design has reassign time for coordination of the department's largest enrollment area and will also coordinate the Student Exhibition Center, for an FTE of .33 (instruction only). Another professor is currently coordinating the Foundations program's needs and the team of fifteen per course instructors that dominate the teaching schedule and his FTE is .5 (instruction only).

The remaining department 23 faculty members represent 1 FTE (instruction) each for a total representation of 24.75.

With 16,295 FTE enrollments in 2012 total, Missouri State's appropriation per FTE is \$4,537. This is the second lowest and is \$985 per FTE lower than the average of Missouri universities, excluding the University of Missouri and Missouri State University.

Percent of full time and part time enrollment by the end of five years.

53% of the students enrolled in the Visual Studies degree by year five are projected to be part-time students, the remaining 47% will be full-time.

C. Student and Program Outcomes

Number of graduates per annum at three and five years after implementation.

Starting three years after implementation, the expectation is that there will be 4 students graduating per year, thereafter. That rate would be expected to hold steady unless additional facilities and faculty are made available to increase enrollment.

Special skills specific to the program.

The Master of Fine Arts degree title is appropriate only for advanced graduate-level programs that emphasize full-time studio practice within some aspect or interdisciplinary aspects of art and design. The art and design professions recognize the MFA as the terminal degree in the studio arts. Therefore, MFA programs must exhibit the professional intensity and high standards expected of all terminal degree programs.

*Proportion of students who will achieve licensing, certification, or registration.
Performance on national and/or local assessments, e.g., percent of students scoring above the 50th percentile on normed tests; percent of students achieving minimal cut-scores on criterion-referenced tests. Include expected results on assessments of general education and on exit assessments in a particular discipline as well as the name of any nationally recognized assessments used.*

The Visual Studies program adheres to the standards put forward by the accrediting agency, the National Schools for Art and Design (NASAD) and the College Art Association. The following are supported by the curricula involving studio practice, art history and theory and seek to produce in each student:

- Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work.
- A breadth of understanding in art and/or design and/or appropriate related disciplines, and the ability to think independently, to integrate, and to synthesize information associated with practice in an area of specialization.
- Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
- Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
- Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.

- A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study

Exit-based assessment results from program graduates are expected to average at the 'very good' to 'outstanding' levels.

Placement rates in related fields, in other fields, unemployed.

There are currently no statistics available for placement rates. However, the Bureau of Labor Statistics show the following growth rate in new positions for 2012.

Note, 13% is average growth rate among surveyed positions.

Graphic Design	13% (as fast as average)
Photographers	13% (as fast as average)
Art Directors	9%
Multimedia Artists and Animators	8%
Craft and Fine Artists	5%

Having a terminal degree in Visual Studies makes applicants more competitive for positions, according to the professional organizations for the above disciplines.

Transfer rates, continuous study.

Given that the Visual Studies degree is a terminal degree in the field, it is highly unlikely that students admitted to this program will transfer to another program for completion or further study.

D. Program Accreditation

Institutional plans for accreditation, if applicable, including accrediting agency and timeline. If there are no plans to seek specialized accreditation, please provide reasons.

National Schools for Art & Design (NASAD) is the organization that accredits graduate and undergraduate studio programs of this kind. The last NASAD site visit to explore possible accreditation for the department's undergraduate programs in studio art and design in 1991 indicated that the then-existing facilities were a hindrance to being accredited, citing space limitations, lack of equipment and proper ventilation in many of the studio labs. Accreditation was put on hold until new or remodeled facilities could be secured. So, with the upcoming move to the newly renovated Brick City complex in downtown Springfield, assuming the facility meets the design specifications, the department plans to undergo a self-study and site review for accreditation during the academic year 2017-18.

E. Alumni and Employer Survey

Expected satisfaction rates for alumni, including timing and method of surveys

It is expected that all alumni of the program will indicate a rating of 'satisfied' to 'completely satisfied' with their experience and outcomes gained from the program. All students will be given a survey upon graduation about their satisfaction with the program.

Graduates of the Visual Studies degree would also be surveyed each fall, at their last known address, beginning the first fall after students matriculate and thereafter for all subsequent graduates for a period of five years. It is expected that these surveys will help identify any areas of the program in need of improvement.

Expected satisfaction rates for employers, including timing and method of surveys

It is expected that all employers of graduates from the program will indicate a rating of 'satisfied' to 'completely satisfied' with their new hires. Employers will be asked to complete a survey about their satisfaction with alumni from the program every year, in the late spring, for three years. It is expected that these surveys will help identify any areas of the program in need of improvement.

7. Institutional Characteristics: Please describe succinctly why your institution is particularly well equipped or well suited to support the proposed program.

Institutionally, Missouri State University is a public, comprehensive metropolitan system with a mission in public affairs and global engagement. The University's identity is distinguished by its public affairs mission, which entails a campus-wide commitment to foster expertise and responsibility in ethical leadership, cultural competence and community engagement. The Visual Studies degree as an embodiment of those ideals, will establish leadership in the creation of cultural messages/expressions, nurture an understanding visual literacy, and engage the community in the dialogue those expressions engender through gallery exhibitions of student work and visiting artist lectures and demonstrations. Partnerships with similarly oriented institutions in Asia help promote this mission worldwide.

Promoting and developing the arts as an engine that builds and strengthens economies in urban areas, the university has been an active catalyst in downtown Springfield, Missouri with the formation of its urban innovation park: IDEA Commons. Forging creative partnerships between business and the arts is one of the main thrusts of IDEA Commons, bringing together the elements of Innovation, Design, Entrepreneurship and Arts (IDEA), blending residential, retail, commercial and entertainment facilities, which are supported by multidisciplinary University programs. The Visual Studies degree would be housed within the Art & Design Department whose new home is located in the heart of this development, Brick City. Brick City shares its facilities with a privately-owned, nationally-focused advertising agency that already employs a number of Art & Design Department alumni and provides an excellent resource for the professional development of its current students. The opportunity to expand graduate studio spaces into renovated buildings within the vicinity opens the opportunity to expand those working spaces into public education during the First Friday, city-wide Art Walks. IDEA Commons is a major element of Missouri State University's commitment to community development and the building of a social infrastructure necessary to support a high quality of life for Springfield residents, enhancing the economic vitality of the region and state. The Visual Studies program will augment this even further by attracting more professionals to the area and increase the profile of the arts in downtown Springfield and within the region. Finally the institution attracts students and continues to grow because it is an affordable, yet distinguished university, founded in 1905, with rich traditions and diverse campus lifestyle.

Missouri State University is second largest public institution in the state of Missouri but has the largest publicly supported department of Art & Design based on number of undergraduate majors (500+) and full-time faculty (28). The faculty members within the department have garnered much acclaim for their research nationally and internationally. The department has been nationally recognized as having one of the ten best programs for Design education in a 2002 issue of *Print Magazine*, a leading Graphics periodical, and is known widely within the region for its strong reputation for the strength of instruction within all offered disciplines, especially its technology-oriented areas such as animation and the interdisciplinary electronic arts. Given that one of the four main goals of the university listed within its 2011-2016 long-range plan include expanding focused graduate programs to positively impact the region and state and the 25-year assumption within that plan includes that 1) interdisciplinary work will be more prevalent and 2) Interactive technologies will be fully integrated in how we teach and learn, the Visual Studies program is an excellent fit within the plans of the university for support and complement its other endeavors.

8. Any Other Relevant Information

The department has a number of technical and administrative staff positions that will augment the proposed MFA in Visual Studies degree. Those include:

Department Head
Assistant Department Head
Administrative Assistants (2)
Studio Technician
Computer Support Technicians (3)
Visual Resources Librarian
Student workers (12)

In addition to the studio facilities, the department offers a significant Visual Resources Collection: a library with 135,000 analog and 23,000 digital resources available via campus network, 300 video titles, and reference books.

Departments with related study opportunities at Missouri State University include: Library Science, Media Journalism and Film, Fashion and Interior Design.