

# GAME ART & DESIGN

## Bachelor of Arts – 180 CREDITS

### Twelve 11-week quarters, or 132 weeks

The 12-quarter Bachelor's degree program in Game Art & Design prepares graduates for entry-level employment in the video game industry. Students have an opportunity learn art foundation skills, 3D modeling, low-polygon art, game level design, digital video and audio, and animation to help them design and create game art.

Some examples of entry-level game opportunities are working with the application of 3D modeling and animation software to create game art, utilizing 2D software to create backgrounds and 3D textures, obtaining positions as game-play testers, and working as members of development teams to produce video and computer games, as well as other types of interactive entertainment and educational software products.

Graduates will also be prepared to seek entry-level employment as game designers, 2D and 3D artists, game testers, character animators, and texture artists. They can anticipate assignments and projects that include designing gameplay and back stories, creating characters and related environments, and applying knowledge of video and computer games to evaluate game products.

Objectives: Upon completion of this program the graduates will be able to:

- demonstrate industry level technical expertise in 3D modeling, character and hard surface design and modeling, lighting, and mapping.
- demonstrate art skills in a gaming context, including visual design and execution, style, concepts, and composition.
- apply basic gaming principles of design and production, general game knowledge, level design and layout, game technology, and immersive gameplay.
- present a level of professionalism that includes presentation skills, interviewing, resume building and game business knowledge critical to preparing for entry-level jobs in the game industry.

## BACHELOR OF ARTS IN GAME ART & DESIGN

Typical Course Sequence

Subject to change without notice at the discretion of the school.

		Lecture Hrs.	Lab Hrs.	Contact Hrs.	Credits	No. of Weeks
AR101	Fundamentals of Drawing◊	22	22	44	3	11
AR111	Fundamentals of Design◊	22	22	44	3	11
AR121	Perspective◊	22	22	44	3	11
AR141	Analysis of Form◊	22	22	44	3	11
AR161	Life Drawing◊	22	22	44	3	11
AR181	Color Theory◊	22	22	44	3	11
ARH107	Art History**	44	0	44	4	11
CA231	Advanced Animation Drawing◊	22	22	44	3	11
CG131	Image Manipulation◊	22	22	44	3	11
CG221	Broadcast Graphics ◊	22	22	44	3	11
COM201	Speech **	44	0	44	4	11
ENG101	English Composition**	44	0	44	4	11
EX400	Externship++	0	0	90	3	11
GA101	Introduction to Game Development◊	22	22	44	3	11
GA111	Interactive Storytelling for Games◊	22	22	44	3	11
GA205	Game Design and Game Play◊	22	22	44	3	11
GA206	Programming for the Artist◊	22	22	44	3	11
GA221	Texture Mapping for Games◊	22	22	44	3	11
GA241	Game Modeling◊	22	22	44	3	11
GA251	Background Design and Layout for Games◊	22	22	44	3	11
GA307	Game Modeling and Animation◊	22	22	44	3	11
GA310	Level Design◊	22	22	44	3	11
GA311	Advanced Level Design◊	22	22	44	3	11
GA315	Lighting and Texture◊	22	22	44	3	11
GA371	Team Production Planning◊	22	22	44	3	11
GA401	2D Digital Authoring◊	22	22	44	3	11
GA410	Designing Interior Spaces and Worlds◊	22	22	44	3	11
GA421	Interactive Game Prototyping◊	22	22	44	3	11
GA425	Team Production I◊	22	22	44	3	11
GA431	Advanced Game Prototyping◊	22	22	44	3	11
GA435	Team Production II++	22	22	44	3	11
GA451	Portfolio◊	22	22	44	3	11
HIS301	U.S. History	44	0	44	4	11
HUM100	Sensory Language and Culture**	44	0	44	4	11
ID171	Introduction to Architecture	22	22	44	3	11

MA115	Principles of 3D Modeling◇	22	22	44	3	11
MA175	2D Animation Principles◇	22	22	44	3	11
MA200	Sculpture for Animation◇	22	22	44	3	11
MA215	Principles of 3D Animation◇	22	22	44	3	11
MA230	Hard Surface and Organic Modeling◇	22	22	44	3	11
MA250	Character Design◇	22	22	44	3	11
MA260	Materials and Lighting◇	22	22	44	3	11
MA280	3D Animation II◇	22	22	44	3	11
MA330	Advanced Modeling and Animation◇	22	22	44	3	11
MA350	Advanced Lighting and Texturing◇	22	22	44	3	11
MA355	Character Modeling◇	22	22	44	3	11
MAT104	College Algebra**	44	0	44	4	11
PD405	Project Preparation◇	22	22	44	3	11
PHI201	Critical Thinking**	44	0	44	4	11
PHI421	Ethics**	44	0	44	4	11
VG350	Character Rigging◇	22	22	44	3	11
	General Education Elective, 4-credit	44	0	44	4	11
	General Education Elective, 4-credit	44	0	44	4	11
	General Education Elective, 4-credit	44	0	44	4	11
	General Education Elective, 4-credit	44	0	44	4	11
	General Education Elective, 3-credit	22	22	44	3	11
	General Education Elective, 3-credit	22	22	44	3	11
	Totals without Externship Elective	1496	968	2464	180	132
	Totals with Externship Elective	1474	946	2510	180	132

◇ = Area of Concentration; \*\* = General Education ++Program Elective: GA435 or EX400 Externship

### Game Art & Design, Bachelor of Arts Degree

Qtr	A	B	C	D	E
1	GA101 Introduction to Game Development Prereq: None	AR111 Fundamentals of Design Prereq: None	AR101 Fundamentals of Drawing Prereq: None	AR181 Color Theory Prereq or Concurrent: AR111	ENG101 English Composition Prereq: DEV001 or Accuplacer
2	GA205 Game Design and Game Play Prereq: None	AR121 Perspective Prereq: None	AR141 Analysis of Form Prereq: AR101	CG131 Image Manipulation Prereq: Accuplacer	MAT104 College Algebra Prereq: DEV002 or Accuplacer
3	MA200 Sculpture for Animation Prereq: None	AR161 Life Drawing Prereq: AR141	MA175 2D Animation Principles Prereq: AR101	MA115 Principles of 3D Modeling Prereq: CG131	HUM100 Sensory Language and Culture Prereq: None
4	CA231 Advanced Animation Drawing Prereq: AR161	GA111 Interactive Storytelling for Games Prereq: None	MA260 Materials and Lighting Prereq: MA115	MA230 Hard Surface and Organic Modeling Prereq: MA115	PHI201 Critical Thinking Prereq: None
5	MA250 Character Design Prereq: AR141	ID171 Introduction to Architecture Prereq: None	GA241 Game Modeling Prereq: MA230	MA215 Principles of 3D Animation Prereq: MA115	ARH107 Art History Prereq: ENG101
6	GA251 Background Design and Layout for Games Prereq: GA111	GA206 Programming for the Artist Prereq: MA230	MA280 3D Animation II Prereq: MA215	GA221 Texture Mapping for Games Prereq: MA260	COM201 Speech Prereq: ENG101 and HUM100/HUM231
7	GA310 Level Design Prereq: GA205	GA315 Lighting and Texture Prereq: GA221	CG221 Broadcast Graphics Prereq: CG131	MA330 Advanced Modeling and Animation Prereq: MA280	HIS301 U.S. History Prereq: ENG101 and HUM100/HUM231
8	GA311 Advanced Level Design Prereq: GA310	GA421 Interactive Game Prototyping Prereq or Concurrent: GA311	GA307 Game Modeling and Animation Prereq: GA241	MA350 Advanced Lighting and Texturing Prereq: MA330	General Education Elective 4-credit
9	GA401 2D Digital Authoring Prereq: GA111	GA431 Advanced Game Prototyping Prereq: GA421	GA371 Team Production Planning Prereq: GA311	MA355 Character Modeling Prereq: MA330	General Education Elective 4-credit
10	GA410 Designing Interior Spaces and Worlds Prereq: ID171, GA251		GA425 Team Production I Prereq: GA371	VG350 Character Rigging Prereq: MA355	General Education Elective 4-credit
11	PD405 Project Preparation Prereq: 10 <sup>th</sup> quarter or higher or Academic Director approval		<b>Elective Option:</b> GA435 Team Production II Prereq: GA425 <b>OR</b> EX400 Externship	<b>General Education Elective 3-credit</b>	<b>General Education Elective 4-credit</b>
12	GA451 Portfolio Prereq: PD405			<b>PHI421 Ethics</b> <b>Prereq: ENG101, HUM100/HUM231, PHI201</b>	<b>General Education Elective 3-credit</b>

Typical Course Sequence-Subject to change at the discretion of the school.

## **Course Descriptions**

### **AR101 FUNDAMENTALS OF DRAWING**

3 credits

Prerequisite: None

Visual awareness is expanded through the observation and translation of three-dimensional forms into two-dimensional drawings. Starting with simple forms and progressing to more complex organic forms, students will increase their skill levels in construction techniques, composition, and line quality.

### **AR111 FUNDAMENTALS OF DESIGN**

3 Credits

Prerequisites: None

The creative process is introduced using the visual elements of art to provide the student with a firm, workable foundation in design. This class is fundamental in learning how to make appropriate design decisions while organizing visual space. A variety of concepts, materials, and techniques are used to investigate the aesthetic, scientific, and psychological properties of design

### **AR121 PERSPECTIVE**

3 Credits

Prerequisites: None

Basic one-, two-, and three-point mechanical perspective with an emphasis on three-dimensional space perception is introduced in this course. Students learn the use of basic art and drafting tools.

### **AR141 ANALYSIS OF FORM**

3 Credits

Prerequisite: AR101 Fundamentals of Drawing

This course introduces beginning students to the technical aspects of photography. Students complete photographic assignments related to basic camera operation and exposure control through the use of traditional and digital photographic techniques. This course does not include darkroom experience.

### **AR161 LIFE DRAWING**

3 Credits

Prerequisite: AR141 Analysis of Form

This course deals with the basic aspects of drawing in relation to the human figure. Through observation and application of the disciplines of line, form, and shape, interpretation of the human figure enhances the basic foundation of drawing and rendering skills.

### **AR181 COLOR THEORY**

3 Credits

Prerequisite or Concurrent: AR111 Fundamentals of Design

The creative process is introduced using the visual elements of both additive and subtractive color and the basic principles of design. The psychological and cultural aspects of color will be examined in making appropriate design decisions. Color concepts used in a variety of disciplines will be explored. Students will be able to utilize the basic principles and elements of design theory as they apply to assigned projects.

### **ARH107 ART HISTORY**

4 Credits

Prerequisite: ENG101 English Composition

This course presents a comparative study and comprehensive presentation of visual images and design that chronicles the socioeconomic, political, technical, and philosophical evolution of Western Civilization from ancient times to the present. Students solve assigned design problems to demonstrate their understanding of art history.

### **CA231 ADVANCED ANIMATION DRAWING**

3 Credits

Prerequisite: AR161 Life Drawing

Building on basic skills, this course will begin to explore advanced techniques for life drawings, both human and animal. Characterization will be reviewed. The principles of mime and choreography will be employed as character studies, and character model sheets will be developed. Backgrounds, special effects, and other drawings for animations will be examined through a variety of media.

### **CG131 IMAGE MANIPULATION**

3 Credits

Prerequisite: satisfactory score on Institute placement exam

This course is designed to examine photo retouching and image manipulation using computers. Employing software applications to scan original artwork, photos, or public domain images from CD-ROMs, students will use filtering capabilities, interactive brightness and contrast controls, and other image manipulation tools to enhance and retouch images.

### **CG221 BROADCAST GRAPHICS**

3 Credits

Prerequisite: CG131 Image Manipulation

The basic elements, principles, and attributes of design will be utilized to mechanically and digitally produce letters, numbers, symbols, and shapes. Students will apply storyboarding, typography, and logo design principles to create graphics for video, animation, multimedia, and Web design projects.

### **COM201 SPEECH**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities

Students will learn how to communicate their ideas effectively to others through visual and oral presentations.

Students will learn how to present and assimilate information logically and effectively, using available resources and demonstrating professional performance.

### **ENG101 ENGLISH COMPOSITION**

4 Credits

Prerequisite: DEV001 Developmental Composition or satisfactory score on Institute placement exam

This course emphasizes the planning, writing, and revision of compositions, including the development of critical and logical thinking skills. Essays demonstrate expressive and informative writing, as well as analytical, evaluative, and persuasive writing.

### **EX400 EXTERNSHIP**

3 Credits

Course prerequisites: Completed nine quarters of study; A CGPA of 2.5 and Academic Director Approval. Culinary Arts student must have completed nine quarters and Academic Director approval.

Students may choose as an elective to participate in an externship program by working part-time with cooperating employers. Field experience in the student's area of interest is gained by applying competencies, learned in previous courses. Coordinated by Career Advisors, administered by Academic Directors, and evaluated by Faculty advisors, the experience enhances the student's overall understanding of his/her chosen field.

### **GA101 INTRODUCTION TO GAME DEVELOPMENT**

3 Credits

Prerequisite: None

This course introduces students to the game industries. Specifically, it will focus on entry-level employment opportunities and responsibilities, career paths, industry products, and their characteristics. The course will also expose students to the processes through which games are developed.

### **GA111 INTERACTIVE STORYTELLING FOR GAMES**

3 Credits

Prerequisite: None

This course will focus on the aspects of interactive and multi-threaded storytelling. Narrative scripting techniques will also be taught. Scripts will be developed with an emphasis on characterization, plotting, target audience, messages, and script format.

### **GA205 GAME DESIGN AND GAME PLAY**

3 Credits

Prerequisite: None

A well-designed game is an integration of artistic and technological components that must have clearly defined goal, set of game criteria, and rules for game play. Students learn the fundamentals of what makes a game enjoyable, playable, challenging, and marketable.

### **GA206 PROGRAMMING FOR THE ARTIST**

3 Credits

Prerequisite: MA230 Hard Surface and Organic Modeling

This course is an introduction to computer programming from the artist's point of view. It examines how programming is used as an artist's tool, using examples like multimedia interface button operation, multimedia scripting, and Web page interactivity.

### **GA221 TEXTURE MAPPING FOR GAMES**

3 Credits

Prerequisite: MA260 Materials and Lighting

In this class, students will be introduced to the process of creating and working with textures for the game genre. Advanced image manipulation techniques will be learned and applied here. Introduction to a shading network, as it applies to a 3D Software package, will also be explored.

### **GA241 GAME MODELING**

3 Credits

Prerequisite: MA230 Hard Surface and Organic Modeling

Real time 3D animation requires a thorough understanding and ability to create scenes and characters in such a way as to minimize the time it takes for a computer to redraw the scene as it moves in a game. Students will learn level detail creation techniques using industry-standard 3D modeling software and computers.

### **GA251 BACKGROUND DESIGN AND LAYOUT FOR GAMES**

3 Credits

Prerequisite: GA111 Interactive Storytelling for Games

This course focuses on the fundamentals of background layout with an emphasis on perspective, composition, design basics, staging, mood, texture, and lighting. Students will also learn the basics of using props as background and foreground design elements.

### **GA307 GAME MODELING AND ANIMATION**

3 Credits

Prerequisite: GA241 Game Modeling

Students will create low-polygon characters and scenes for use in game prototypes and levels. They will hone their skills on the required techniques for low-polygon modeling and practice conversions of polygon counts to fit various requirements.

### **GA310 LEVEL DESIGN**

3 Credits

Prerequisite: GA205 Game Design and Game Play

Building upon the Game Design and Game Play course, students will analyze and break down the game play needs of a project in order to create specific level designs. Given several basic game designs, students will learn to create 2D maps, design level elements (puzzles, traps, etc.), add structures and objects (such as power-ups and weapons), and create balanced game play through combining these components. Students will learn to use their own designs as

well as pre-created level editors while working as members of teams. Students will produce at least two playable level designs on paper and on the computer.

### **GA311 ADVANCED LEVEL DESIGN**

3 Credits

Prerequisite: GA310 Level Design

Building on abilities gained in the Level Design course, students will create more intricate designs for levels, characters, objects, and weapons. Emphasis is on interesting game play and puzzles.

### **GA315 LIGHTING AND TEXTURE**

3 Credits

Prerequisite: GA221 Texture Mapping for Games

In this course, students will continue to develop lighting and texturing skills, and carry out professional quality lighting and texturing projects to be used for their portfolio.

### **GA371 TEAM PRODUCTION PLANNING**

3 Credits

Prerequisite: GA311 Advanced Level Design

During the course, students research a Game Art & Design topic and begin the preproduction process for their team projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation, and qualitative results.

### **GA401 2D DIGITAL AUTHORIZING**

3 Credits

Prerequisite: GA111 Interactive Storytelling for Games

This course incorporates various media elements into a demonstrative work. It incorporates elements of video, audio, animations, user interface design, CD/DVD authoring, and web page authoring to produce an effective final product.

### **GA410 DESIGNING INTERIOR SPACES AND WORLDS**

3 Credits

Prerequisite: ID171 Introduction to Architecture, GA251 Background Design and Layout for Games

Most levels of popular games are designed as building interiors and contain characteristics common to interior design layouts. This course provides the opportunity for students to create architectural interiors representing houses, buildings, and entire worlds contained under a roof, in which to place their animation and game characters.

### **GA421 INTERACTIVE GAME PROTOTYPING**

3 Credits

Prerequisite: GA311 Advanced Level Design

In this course, students will create and produce a stand-alone game prototype that demonstrates game design principles acquired in preceding courses. The culmination of coursework results in students fine-tuning their design, production, and collecting skills, as well as scripting and storyboarding.

### **GA425 TEAM PRODUCTION I**

3 Credits

Prerequisite: GA371 Team Production Planning

This course will build upon the Team Production Planning course. Students will either select or accept a specific role on the production team and, acting in a timely and professional capacity, ensure that the game project is completed. Students will create and refine the game production document, level designs, and basic 2D art and 3D models to be combined into a playable Game Demo in Production Team II.

### **GA431 ADVANCED GAME PROTOTYPING**

3 Credits

Prerequisite: GA421 Interactive Game Prototyping

In this continuation of Interactive Game Prototyping, students will create and produce a stand-alone game prototype demonstrating game design principles acquired in preceding courses. The culmination of course work results in students fine tuning their designs, production, and collecting skills, as well as scripting and storyboarding.

### **GA435 TEAM PRODUCTION II**

3 Credits

Prerequisite: GA425 Team Production I

Description: This is a team production course. Under the guidance of an instructor, students will continue to work in teams and complete the game project started in Team Production I.

### **GA451 PORTFOLIO**

3 Credits

Prerequisite: PD405 Project Preparation

Description: This course will focus on the refinement of previous work into a comprehensive collection representative of Game Art & Design skills. Emphasis will be on development, design, craftsmanship and, presentation. This course begins the process of examining the student's strengths and building upon them to produce a marketable portfolio.

### **HIS301 U.S. HISTORY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture or HUM231 Humanities

This course will examine the history of the United States by exploring the origins of contemporary American culture, its institutions, and its values.

### **HUM100 SENSORY LANGUAGE & CULTURE**

4 Credits

Prerequisite: None

The media revolution communicates through images and sound, as much as it does through the written word. This course, combining competencies in Humanities, Psychology, and Art Survey, will introduce the student to the ways in which we experience our surroundings through sensation and perception. Strategies of interpretation and theories of visual and artistic logic are introduced.

### **ID171 INTRODUCTION TO ARCHITECTURE**

3 Credits

Prerequisite: None

This course surveys Western architecture from its beginnings in ancient Egypt and Mesopotamia to the present, examining architecture's visual, historical, and social significance. Emphasis is placed on the visual recognition of historical styles as well as the development and understanding of architectural vocabulary.

### **MA115 PRINCIPLES OF 3D MODELING**

3 Credits

Prerequisite: CG131 Image Manipulation

Students in this course learn the skills to produce three-dimensional models in a computer-based environment.

### **MA175 2-D ANIMATION PRINCIPLES**

3 Credits

Prerequisite: AR101 Fundamentals of Drawing

Students will study timing and weight through a series of projects designed to demonstrate the principle of animation. Issues such as key framing, in-betweening, and cycling will be addressed.

### **MA200 SCULPTURE FOR ANIMATION**

3 Credits

Prerequisite: None

Employing a variety of sculptural materials and techniques, the class will design and build a series of models for use in animation design.

### **MA215 PRINCIPLES OF 3D ANIMATION**

3 Credits

Prerequisite: MA115 Principles of 3D Modeling

In this course, students are introduced to basic 3D animation techniques. Topics to be covered are key framing, squash and stretch, motion control, basic dynamics, hierarchical linking, pivot points, morphing, animated textures, lights, and cameras.

### **MA230 HARD SURFACE & ORGANIC MODELING**

3 Credits

Prerequisite: MA115 Principles of 3D Modeling

This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

### **MA250 CHARACTER DESIGN**

3 Credits

Prerequisite: AR141 Analysis of Form

Students will develop dramatic/comedic characterizations of animate and inanimate objects for later use in two- and three-dimensional animations.

### **MA260 MATERIALS & LIGHTING**

3 Credits

Prerequisite: MA115 Principles of 3D Modeling

In this class, students will be introduced to materials, textures, and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces containing reflection, grandiosity and other effects.

### **MA280 3-D ANIMATION II**

3 Credits

Prerequisite: MA215 Principles of 3-D Animation

This course continues to explore the various techniques used to create animation in a 3-D environment on a computer. Emphasis will be placed on the synthesized use of traditional animation techniques in a computer-generated 3-D animation.

### **MA330 ADVANCED MODELING & ANIMATION**

3 Credits

Prerequisite: MA280 3D Animation II

In this course, students transfer concepts learned in previous 3D classes to different 3D systems. Special topics in modeling and animation will be covered. Advanced lighting and texture mapping will be explored.

### **MA350 ADVANCED LIGHTING & TEXTURING**

3 Credits

Prerequisite: MA330 Advance Modeling & Animation

In this course, students will continue to develop lighting and texturing skills.

### **MA355 CHARACTER MODELING**

3 Credits

Prerequisite: MA330 Advanced Modeling & Animation

This course covers advanced modeling techniques used for building a three-dimensional character. Students will explore techniques of character modeling to include various approaches to figure construction.

### **MAT104 COLLEGE ALGEBRA**

4 Credits

Prerequisite: DEV002 Essentials of Math or satisfactory score on Institute placement exam

This course includes the necessary skills to solve algebraic problems, graph algebraic functions, and simplify complex algebraic expressions.

### **PD405 PROJECT PREPARATION**

3 Credits

Prerequisite: 10th quarter or higher or Academic Director approval

This class focuses on pre-planning and beginning development of the students' senior projects. Students prepare project plans and timelines for their senior projects.

### **PHI201 CRITICAL THINKING**

4 Credits

Prerequisite: None

This course is designed to assist students in becoming more effective learners. Content focuses on identifying and developing skills, processes, and techniques for effective assimilation of knowledge. Reasoning principles for critical analysis and evaluation of thought and discourse will be explored. Students learn to apply creative and critical techniques in problem solving and decision-making.

### **PHI421 ETHICS**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanites, PHI201 Critical Thinking

Students participate in an examination of human life, experience, and thought in order to discover and develop the principles and values of pursuing a more fulfilled existence. Theories designed to justify ethical judgments are applied in a selection of contemporary personal and social issues.

### **VG 350 CHARACTER RIGGING**

3 Credits

Prerequisite: MA355 Character Modeling

The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as interface creation and expressions will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up, and tested a character with a custom graphical user interface.

### **GENERAL EDUCATION ELECTIVES**

#### **ARH201 RENAISSANCE & BEYOND**

4 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, ARH107 Art History

This course introduces students to the art of the Renaissance, Mannerism, Baroque, Neoclassic, and Romantic periods. Students are exposed to a wide variety of artworks in the context of history, theory, and biography. Field trips and guest lecturers may be employed to enhance course material.

#### **ARH221 AFRICAN-AMERICAN ART**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, ARH107 Art History

This course presents selected topics on African Americans in the visual arts, including the history of African Americans' achievements and struggles in the visual arts, and varied ways of thinking and writing about African Americans, art, and culture. Topics will include but are not limited to: African- American Folk Art and Slavery; African- American Art After Emancipation; African- American Art and the Harlem Renaissance; African-American Art and the Civil Rights Movement; African-American Women Artists; and collecting African-American Art. This course will utilize the eCompanion system for class research links, email communications, discussions, and paper submissions.

### **ARH311 19TH & 20TH CENTURY ART**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, ARH107 Art History

Students are exposed to a wide variety of artworks in the context of history, theory, and biography from 1851 to the present. This class introduces the beginnings of modernity through specific art movements including Realism, Cubism, Futurism, Surrealism, Dada, Abstract Expressionism and Pop Art.

### **ARH401 OUTSIDER ART**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, ARH107 Art History

This course will address aesthetic, historical, cultural, and political aspects of art forms including the art of visionaries, eccentrics, psychotics, and others who do not look to the history of art as a point of reference.

### **AST321 ASTRONOMY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, any lower level MAT course

Students study the macroscopic physical universe, including our planetary system, star systems and lifecycles, and theories of origin. Techniques of measurement, dating, and scale will be explored. Field trips may be included to enhance course material.

### **BOT321 BOTANY**

3 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, MAT104 College Algebra

This course will address the role of plants in the world ecosystem, including temporal, cultural, and economic uses for food, medicines, and industrial products. Plant function and structure will be examined, as well as the interrelationships between plants and people.

### **CHM201 CHEMISTRY**

4 Credits

Prerequisite: MAT104 College Algebra

Students will learn basic composition, structure, and properties of substances and will investigate the transformations that occur within them. Consideration will be given to the classification of matter, Atomic Theory, stoichiometry, aqueous solutions, gases, liquids, solids, energy, electronic structure of atoms, chemical bonding, equilibrium, acid and bases, and thermodynamics.

### **ECO231 ECONOMICS**

3 Credits

Prerequisite: MAT104 College Algebra

This course provides an introduction to the principles of economics, emphasizing an analysis of the economy as a whole. Interrelationships among the consumer, business, and government sectors are explored from American and international economic perspectives.

### **ENG291 NON-FICTION WRITING**

4 Credits

Course Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities

This course is designed to offer students the practical ability to communicate technical aspects of various industries to diverse audiences. Students will learn how to analyze technical objects and processes, and will write reports, manuals, and end user instructions. They will enhance their writing skills using clear and concise language, integrating text with graphics, and designing documents.

### **ENG321 WORLD LITERATURE**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

This course expands and refines the objectives of English Composition. It emphasizes critical and logical-thinking skills, reading comprehension, problem definition, research strategies, as well as analytical, evaluative, and/or persuasive writing.

### **ENG322 LITERATURE**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities

This course emphasizes the examination of various literary selections. Topics include the short story, poetry, plays, and the novel. Critical analysis of texts will be accomplished through discussion, essays, and research of literary topics, authors, and selections.

### **ENG326 CONSTRUCTION OF A MYSTERY**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

This course is designed to investigate the elements and principles of building the effective “who, what and why dunnit.” It trains the student sleuth in the methods of mystery construction and deconstruction. Not only will the student hone practical writing abilities and learn applicable formulae of the medium, but he/she will also be introduced to the methods of investigation used by professionals in solving some of the great mysteries of our time.

### **ENG331 JOURNALISM**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM Humanities

This course will give students a foundation in the skills and concepts of journalism, including reporting, writing, editing, design, and ethics for print and electronic media. Students will focus on the philosophy of ethical journalism and its function in society. Students will build teamwork, writing, and analytical skills, while gaining a greater understanding of the structural and business aspects of journalism.

### **ENG400 SCIENCE FICTION LITERATURE**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities

This course is designed to examine the genre of science fiction writing. Through a varied selection of science fiction short stories, students will read and critically analyze the creative process and uses of this specialized style of writing.

### **ENG401 CREATIVE WRITING**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

In this course, students will address the technical components and structure of the creative writing process, from the stimulation of imagination through the final editing stages. Formality and aesthetics will be combined in the creation of original works using various formats. Workshops, including discussion, interpretation, and creative and critical written response, are emphasized.

### **ENG411 THE NOVEL**

4 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

In this course, students examine works in the genre of literary production called the novel. The novel is contrasted with other literary formats and understood in historical context. This course invites students on a quest to envision how authors create “maps of the human heart in their fiction.” Students will also explore how the novel creates a sense of community for readers.

### **ENG491 MYTHOLOGY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
Mythology studies the myths and legends of civilizations that influenced the development of the English-speaking world. The course includes a comparison of the myths of other cultures.

### **ENV411 ENVIRONMENTAL SCIENCE**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, PHI201 Critical Thinking

This course is an introduction to the study of the physical environment and some of the major related issues and problems. Areas of concern include the nature of the environment, climactic factors, natural resources, solid and hazardous waste, pollution, global environmental hazards, and energy production. These topics are studied in relation to population, land use, environmental ethics, decision making, and environmental management.

### **HIS311 WORLD CIVILIZATION**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
In this course, students will explore the cultural, intellectual, economic, scientific, and political trends that have shaped the historical development of humankind.

### **HIS325 WORLD CONFLICT**

4 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
Students will explore the concepts of cooperation, competition and conflict on a variety of levels. Specific areas of the world will be chosen to illustrate the effects of natural resources, religion, population, technology, and politics on human cooperation. Emphasis will be placed on analysis of current world conflict.

### **HIS331 GOVERNMENT & POLITICS**

4 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
This course develops skills for understanding and analyzing political and governmental functions in the contemporary world. The students will examine the role of government, political institutions, procedures and processes, policy issues, solutions, popular values, and participation, in terms of political stability and change, ideologies, conflict, institutions, and issues.

### **HIS341 HISTORY OF POPULAR CULTURE**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
The development of popular entertainment owes much to American myths, icons, heroes, and institutions, as represented in American popular culture from the late nineteenth century to the present. Students examine the history of these art forms through popular novels, films, radio programs, songs, and television.

### **HIS345 NATIVE AMERICAN STUDIES**

3 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
This course will survey systems of relationships between human beings and nature in the Native American cultures. Topics will include concepts of power, spirituality, ceremonialism, ethical systems, politics, and social problems and education that have impacted historical and contemporary communities.

### **HIS411 ALTERNATE THEORIES IN GOVERNMENT**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, any lower level history course

This course will provide a comparative view of the history and goals of government from a non-traditional perspective. Students will be introduced to theories encompassing extremist views, and will be challenged to judge for themselves the realities of world politics and their impact on diverse societies. Guest speakers and field trips may be employed in support of course material.

### **HIS450 JAPANESE POP CULTURE**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

The development of popular entertainment owes much to Japanese myths, icons, heroes, and institutions as represented in Japanese popular culture from the late nineteenth century to the present. Students examine the history of these art forms through popular novels, films, radio programs, songs, and television.

### **HUM211 FILM & SOCIETY**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

This course examines twentieth-century culture and society through film. Students will critically analyze how cultural and social conflicts are portrayed and worked out in popular films, and examine how motion pictures create a window into modern society. Students will also learn how to read film as cultural texts to better understand history and culture manifestations.

### **HUM231 HUMANITIES**

4 Credits

Prerequisite: None

Students perform a comparative study of the humanities through exploration of visual and performing art forms, including painting, sculpture, photography, literature, film, music, drama, and dance. Each genre is considered from the perspective of historical and cultural contexts through analysis of design elements used in creating works of art involving descriptive, interpretive, and evaluative methods.

### **HUM301 MUSIC & SOCIETY**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities

After being introduced to basic music theory and music vocabulary, students will explore the role of music in different societies. Students will also analyze how music influences, and is influenced by, language, geography, politics, and other aspects of culture.

### **HUM311 THEATER**

3 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, COM201 Speech

This course explores the development of the theater and performance, as well as presenting various periods of dramatic achievement in an interdisciplinary and international context. Students learn to appreciate the many dimensions of the stage including acting, set design, costume, lighting, direction, and production.

### **HUM312 STORY TELLING & THE ORAL TRADITION**

4 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, COM201 Speech

Students will explore the art of relating stories in the oral tradition. Folklore, fables, fairytales, and legend have, for generations, ensured the permanence of history, culture, theories of origin, admonition, and cultural beliefs. In this course, students will learn the functions, traditions, and methods of passing along history for generations to come.

### **HUM401 MAGIC & RITUAL**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

This course initiates the students into the powerful roles played by ritual and magic in various cultures. Magical systems, including those such as Tarot, dream divination, I Ching, and astrology will be studied. Students will reflect on the impact of dreams and rituals, as well as examine notions of an ordinary world through the lens of synchronicity and the magic of daily life. Students will analyze their own personal rituals and tend to the power of dreams through art making, dialogue, and journaling.

### **HUM450 HONORS SEMINAR IN HUMANITIES**

4 Credits

Prerequisite: All required lower level courses in discipline, minimum 3.5 GPA, and approval of Academic Director of General Education.

In this course students will build on their previous humanities experience to explore more advanced topics.

### **KIN311 KINESIOLOGY**

4 Credits

Prerequisite: MAT104 College Algebra

In this course, students study the human body and its major systems, as well as how the body grows, moves, and functions.

### **LIN201 SPANISH LANGUAGE & CULTURE**

4 Credits

Prerequisite: None

Students will explore Spanish culture and the cultures of the countries historically colonized by Spain. Students will survey the political, social, and cultural development of Spain and compare that survey to its past colonies.

Migration of Spanish language and culture will be examined. Conversational Spanish language will be emphasized.

### **LIN202 SPANISH LANGUAGE & CULTURE II**

4 Credits

Prerequisite: LIN201 Spanish Language & Culture

This is a continuation of LIN201, where students will explore the Spanish culture in greater depth, with the emphasis being placed on political, social, and cultural developments, as well as continued conversational Spanish language.

### **LIN211 FRENCH LANGUAGE & CULTURE**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language and Culture/ HUM231 Humanities

In this course, students will be introduced to French civilization and its historical culture. They will survey philosophical, artistic, political, social, and literary development of the French nation. Students will also be exposed to the French language through conversational activities, music, idiomatic expressions, and proverbs. A study of American and French nuances and differences will be investigated, as well as France's gastronomic culture.

### **LIN301 LANGUAGE & CULTURE**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

In this course, students will study the language and culture of a specific people, as determined by the instructor and the quarter offered. In addition to gaining a grasp of basic vocabulary and grammar, students will explore the artistic, political, philosophical, and technical contributions of that culture.

### **MAT121 TRADITIONAL GEOMETRY**

4 Credits

Prerequisites: MAT104 College Algebra

Topics include line, angle, and diagonals in terms of polygons, triangles, quadrilaterals and circles. Students will learn to apply radius, chord, diameter, secant and tangent to circles. Students will also learn to apply sine, cosine, tangent, cotangent, secant, and cosecant to triangles and rectangles. Solid geometry, including prisms, pyramids, cylinders, cones, and spheres, will be studied.

### **MAT450 HONORS SEMINAR IN MATHEMATICS**

4 Credits

Prerequisite: All required lower level courses in discipline, minimum 3.5 GPA, and approval of Academic Director of General Education

In this course, students will build on their previous mathematics experience to explore more advanced topics.

### **PHI311 MYTH & SYMBOL**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

Through reading and discussion of the myths and symbols of ancient, pre-industrial, and contemporary societies, students focus on diverse systems for organizing human experience. The course is interdisciplinary, comprising anthropology, psychology, literature, and religion in pondering questions of origins and the concept of heroism. Students learn to recognize the mythological patterns at work in modern society and artwork.

### **PHI321 BELIEF SYSTEMS & SPIRITUALITY**

3 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, PHI201 Critical Thinking

Students will explore humanity's enduring interest in the sacred, and its need to understand the relationship between the created order and a creator. Students will discuss the questions of faith, meaning, purpose, and community, as well as analyze how different cultures have responded to those questions.

### **PHI401 WORLD RELIGIONS**

3 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/HUM231 Humanities, ARH107 Art History

This course presents an overview of various faiths in addition to those Western, including their theology, history, sacred texts, and ritual. It is designed to broaden perspectives and encourage understanding of the numerous institutions by which people exhibit and practice their beliefs. Included among topics to be covered are Zoroastrianism, Hinduism, Buddhism, Judaism, Christianity, Islam, Sikhism, and Unitarianism. The course will introduce students to the concept of interfaith dialogue.

### **PHI421 ETHICS**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities, PHI201 Critical Thinking

Students participate in an examination of human life, experience, and thought in order to discover and develop the principles and values of pursuing a more fulfilled existence. Theories designed to justify ethical judgments are applied in a selection of contemporary personal and social issues.

### **PSY261 PSYCHOLOGY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

This course is designed to introduce the student to the nature of psychology. Topics discussed include aspects of human development, personality theory, psychological aspects of stress, and the psychology of learning, creativity, and motivation. The course will provide, through both content and methodology, insight into human behavior and self-awareness.

### **PSY301 DEVELOPMENTAL PSYCHOLOGY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
Developmental Psychology surveys research and theory on human life-span development. The course will examine social, cognitive, emotional, and physical aspects of development from conception to death.

### **PSY311 PSYCHOLOGY OF DIVERSITY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
This course reviews theories and research on human diversity with a focus on populations within the United States. Examination of diversity will include culture, ethnicity, race, gender, age, sexual orientation, religion, and physical challenges such as deafness and physical size. Effective interaction among cultures requires a learned appreciation for the perspectives of people from divergent backgrounds. Through a combination of social psychology, group dynamics, personal exploration, and community involvement, the course serves to develop skills to increase the student's appreciation of our diverse world.

### **PSY321 DEVIANT SOCIAL BEHAVIOR**

4 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
Abnormal Psychology examines those disorders that are perceived as deviations from normal behavior. Included among those behaviors and phenomena are disorders associated with mood, personality, anxiety, and organic mental disorders. In addition to understanding the components, symptoms and manifestations of deviant behaviors, students will gain perspective in their diagnosis, treatment, and impact upon society as a whole.

### **PSY322 FORENSIC PSYCHOLOGY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
The focus of this course will be on examining the relationship between the practice of psychology and the functioning of the legal system. The course surveys such aspects of forensic psychology as assessment, treatment, and consultation services. Practical clinical issues will be highlighted, as well as the relevant aspects of legal evidentiary process and procedure. Students will gain an understanding of the ways psychology can assist and influence the legal system, with special emphasis being placed on ethical issues in forensic practice.

### **PSY401 INTERPERSONAL COMMUNICATIONS**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
This course covers the theory and practice of communication skills that affect day-to-day interactions with other persons. Topics may include using verbal and nonverbal symbols, interactive listening, resolving interpersonal conflict, and developing and maintaining personal and professional relationships.

### **SCI450 HONORS SEMINAR IN SCIENCE**

4 Credits

Prerequisite: All required lower level courses in discipline, minimum 3.5 GPA, and approval of Academic Director of General Education

In this course, students will build on their previous science experience to explore more advanced topics.

### **SOC201 CULTURAL ANTHROPOLOGY**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities  
This course introduces cultural anthropology as a sub-field of anthropology. Emphasis is on the diversity of cultural patterns throughout the world and the essential humanity of all people. Students will study a variety of social structures found among peoples of different technological, geographical, historical, and cultural settings.

## **SOC211 SOCIAL CULTURAL EXPRESSION**

4 Credits

Prerequisite: ENG101 English Composition, HUM100 Sensory Language and Culture/ HUM231 Humanities

This course seeks to explore the history, customs, social interaction, heritage, and regionalism of a specific people. Each quarter, a different culture is selected for in-depth research and examination. Students will gain perspective on numerous aspects of a given culture and will make comparisons between that culture and their own, enabling them to develop a greater understanding of the implications of diverse processes of socialization.

## **SOC301 PHYSICAL ANTHROPOLOGY**

3 Credits

Prerequisites: ENG101 English Composition, HUM100 Sensory Language & Culture/ HUM231 Humanities

This course introduces physical anthropology as a sub-field of Anthropology that centers on the biological adaptation of humans and nonhuman primates. It focuses on patterns of human biological variation and evolution.

## **SOC450 HONORS SEMINAR IN SOCIAL/BEHAVIORAL SCIENCE**

4 Credits

Prerequisites: All required lower level courses in discipline, minimum 3.5 GPA, and approval of Academic Director of General Education

In this course, students will build on their previous social/behavioral science experience to explore more advanced topics.

## **ADMISSIONS POLICY**

*(The following replaces the ADMISSIONS REQUIREMENTS section on page 59 in The Art Institute of Tucson 2010-2011 Catalog)*

### **ADMISSION REQUIREMENTS**

High school graduation or a General Education Diploma (GED) is a prerequisite for admission. In lieu of documenting high school graduation, applicants who have graduated with a bachelor's degree or higher earned degree at an accredited institution of postsecondary education (or its equivalent if earned at an institution located outside of the United States), can provide official college transcripts showing the degree granted. All Art Institute of Tucson applicants are evaluated for admission on the basis of their previous education, background, and stated or demonstrated interest in one of our education programs.

Applicants who have not earned a bachelor's degree must provide a copy of their final high school transcripts, GED scores, or college transcripts indicating achievement of an associate degree. Other proof of high school graduation or its equivalency may be considered under special circumstances and must be approved by the Campus Director of The Art Institute of Tucson. High school seniors who have not yet graduated should submit a partial transcript which indicates their expected graduation date. Additionally, the applicant is required to independently conceive and write an essay stating why he/she has chosen to pursue a degree in higher education at The Art Institute of Tucson and how he/she plans to be successful as a college student and industry professional. Portfolios are welcomed but not required, with the exception of the Game Art & Design program and the Media Arts & Animation program.

Applicants who have taken the Scholastic Aptitude Test (SAT) or American College Test (ACT) are encouraged to submit scores to Admissions for evaluation.

The Art Institute of Tucson does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, disability, age, religion, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities.

### **APPLICATION REQUIREMENTS**

*(The following replaces the APPLICATION REQUIREMENTS section on page 59-60 in The Art Institute of Tucson 2010-2011 Catalog)*

## **APPLICATION REQUIREMENTS**

Each individual who seeks admission to The Art Institute of Tucson will be interviewed either in person or by telephone by an Assistant Director of Admissions. The purpose of the interview is to:

1. Explore the prospective student's background and interests as they relate to the programs offered at The Art Institute of Tucson, and;
2. Assist the prospective student to identify the appropriate area of study consistent with their background and interest, and;
3. Provide information concerning curriculum offerings and support services available at The Art Institute of Tucson.

An Application for Admission and an Enrollment Agreement must be completed, signed by the applicant, and submitted to The Art Institute of Tucson, with a \$50 application fee. The enrollment fee of \$100 is due within 10 days after the Enrollment Agreement is signed. The Art Institute of Tucson requires a high school transcript or GED scores and admissions essay to be considered for enrollment acceptance. The essay must be a focused, organized paragraph of approximately 150 words that answers the following: How do you expect your education at The Art Institute of Tucson to help you attain your career goal? Applicants must also present a record of accomplishments in core academic courses as evidenced through transcripts, grade point average, or GED scores. All applications of prospective students are reviewed by the Admissions Committee to determine if the applicant has a reasonable chance for academic success in his/her chosen program of study. All information gathered in the admissions process is considered during the review process (including but not limited to: interview, transcripts, essay, and portfolio). Successful admission into The Art Institute of Tucson and a satisfactory program start is dependent upon all information gathered and evaluated during the admissions process. The goals of the admissions process are to determine that the applicant has a reasonable chance to be successful based on past academic records and that the program of study chosen by the applicant is appropriate based on the applicant's stated career goals.

The minimum Grade Point Average (GPA) requirement for all programs is 2.0, with the exception of Game Art & Design, which has a required minimum high school GPA of 2.5, or a 2.5 GPA or higher in a minimum of 24 credit hours of college level coursework from an accredited institution recognized by the U.S. Department of Education and a portfolio requirement. The portfolio is required to exhibit drawing aptitude and passion of the applicant. If the application of a prospective student does not meet the above criteria, the Admissions Committee will conduct a review of the applicant for acceptance, rejection, or acceptance with required remediation.

Applicants who have not submitted a high school transcript or GED scores two weeks prior to their quarter start date may be required to take additional testing and/or submit a college transcript, or provide other additional supporting materials as determined appropriate by the Admissions Committee, the results of which will be reviewed during the admissions process. The committee may then grant conditional acceptance, although the applicant will still be required to submit proof of high school graduation, college transcripts, or GED scores by a date established by the Committee or Campus Director in order to achieve full acceptance. Nonimmigrant alien students seeking to secure valid student status through enrollment at The Art Institute of Tucson are not eligible for conditional acceptance.

Applicants who have not yet submitted all transcripts may be allowed to begin class, but must provide all required transcripts by a date established by the Committee or President.

Non-immigrant alien students seeking to secure valid student status through enrollment at The Art Institute of Tucson are not permitted to begin classes until having achieved unconditional acceptance to The Art Institute of Tucson. The Art Institute of Tucson reserves the right to request any additional information necessary to evaluate an applicant's potential for academic success.

The Art Institute of Tucson is in compliance with Title VI of the Civil Rights Act of 1964, Title IX of the Educational Amendments of 1972, Section 504 of the Rehabilitation Act of 1973, and the American Disabilities Act. Enrollees requiring additional educational or tuition assistance will be referred to appropriate government agencies or other special educational institutions equipped to handle such situations. For information, please contact the Director of Admissions.