

Digital Art & Design Department, MFA programs include

- **MFA in Animation Program Outcomes**
- **MFA in Fine Arts and Technology Program Outcomes**
- **MFA in Graphic Design Program Outcomes**

Each one of the above programs have a set of students learning outcomes that are updated in 2017, and implemented in fall 2017:

MFA in Animation Program Outcomes

Upon graduation, students will have created an original thesis paper and project in the discipline of animation in preparation for a career as an animator. Students will be prepared at a Masters level with respect to research, creative work, business practices and technology, and a synthesis of those four aspects. Students will be prepared to pursue a range of careers within the area of independent animation, film, motion graphics, television, and college-level teaching.

1. Research

- The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.
- The ability to construct a well-developed, critical, and written statement of one's creative work, including aesthetic, environmental/social, historical and philosophical issues, within a contemporary context.

2. Creative work

- The ability to plan and produce a concept-driven, innovative computer animation through the incorporation of appealing composition, color, character, sets, models, effects, layout, expressive typography, principles of animation and other elements to tell a story or communicate an idea.
- The ability to develop original concepts and a unique aesthetic.

3. Business Practices

- An understanding of basic business practices and production pipelines, including the ability to be self-directed and work individually, as well as to work effectively within a team.
- An understanding of basic entrepreneurial knowledge and skillsets that supports a successful computer animation business practice.

4. Technology

- The ability to effectively use technology in order to implement and innovate the creative phases, including research, preproduction, production and post-production.
- The ability to respond to the fast pace of change in emerging technologies and trends of today's world.

5. Synthesis

Upon Graduation, students will be able to:

- Create original story concepts, characters, sets, models and animation.
- Research the best production options for those concepts and assets.
- Implement those options using animation methodologies, either independently or collaboratively as part of an interdisciplinary team.
- Evaluate outcomes; critically analyze animation-related issues in the areas of technical knowledge, aesthetics, and conceptual development.
- Effectively describe one's work using the language of art, design, and animation.
- Present a finished product of professional caliber that can be used for a career-oriented portfolio.

MFA in Fine Arts and Technology Program Outcomes

Upon graduation, students will have created an original thesis paper and project in the discipline of fine arts & technology in preparation for a career as a fine artist. Students will be prepared at a Masters level with respect to research, creative work, business practices and technology, and a synthesis of those four aspects. Students will be prepared to pursue a range of careers within the realm of galleries, museums, arts foundations, and college-level teaching.

1. Research

- The ability to research existing concepts and bodies of work, and to compile visual references in order to inform their own work.
- The ability to develop original concepts and a clear vision for their work; create a signature style and a unique artistic voice, and articulate the rationale for their artistic and technical decisions.
- The ability to construct a well-developed, critical, and written statement of one's creative work, including aesthetic, environmental/social, historical and philosophical issues, within a contemporary art and technology context.

2. Creative work

- The ability to plan and produce a concept-driven, innovative work of art through the incorporation of new technologies, traditional tools and mediums, composition, color, layout, etc.

3. Business Practices

- An understanding of basic business practices, including the ability to be self-directed and work individually, as well as to work effectively within an interdisciplinary team.
- The ability to manage their career: archiving materials, writing art project proposals, conducting demographic research, presenting ideas, manage a project budget for curators, galleries, dealers, sponsors, and collectors.

4. Technology

- The ability to effectively use technology in order to implement and innovate the creative phases, including research, planning, and production.

5. Synthesis

Upon Graduation, students will be able to:

- Develop original art concepts within the context of contemporary art.
- Research the best production and presentation options for those concepts.
- Implement those options using fine arts methodologies, either independently or collaboratively as part of an interdisciplinary team, shifting roles as necessary for the completion of the artwork.
- Use technological expertise and know how to solve problem.
- Express themselves artistically.

- Evaluate outcomes; critically analyze artwork; describe artwork effectively using the language of art; analyze art in historical, cultural, and stylistic contexts.
- Present a finished product of professional caliber that can be used for a career-oriented portfolio.

MFA in Graphic Design Program Outcomes

Upon graduation, students will have created an original thesis paper and project in the discipline of graphic design in preparation for work in the design industry. Students will be prepared at a Masters level with respect to research, creative work, business practices and technology, and a synthesis of those four aspects. Students will be prepared to pursue a range of careers in graphic design production, creative direction, and college-level teaching.

1. Research

- The ability to gather and analyze research; generate a range of ideas; prepare prototypes; and arrive at the best solution among various research inquiries.
- The ability to construct a well-developed, critical, and written statement of one's creative work, including aesthetic, environmental/social, historical and philosophical issues--within a contemporary context.

2. Creative work

- The ability to plan and produce a concept-driven and innovative graphic design through the incorporation of composition/layout, information hierarchy, iconography, typography, imagery, and media formats.

3. Business Practices

- An understanding of basic business practices, including the ability to be self-directed and work individually, as well as to work effectively within a team.

4. Technology

- The ability to effectively use technology in order to implement and innovate the creative phases, including research, design, and production.

5. Synthesis

Upon Graduation, students will be able to:

- Identify and solve design problems and address contemporary issues in the world of graphic design.
- Implement those solutions using graphic design methodologies, either independently or collaboratively as part of an interdisciplinary team, shifting roles as necessary for the completion of the product.
- Evaluate outcomes; critically analyze design
- Effectively describe one's work using the language of graphic design.
- Present a finished product of professional caliber that can be used for a career-oriented portfolio.

