

# Program Review

## Fairmont State University

### Graphics Fine Arts

### School of Fine Arts

### January, 2010

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#### **Program Catalog Description:**

##### **Overview of the Graphics/Fine Arts Program**

This program incorporates technology to create images for commercial purposes. It merges traditional, contemporary, and theoretical courses in the School of Fine Arts with technical courses in the School of Science and Technology. The program culminates with a Bachelor of Science degree.

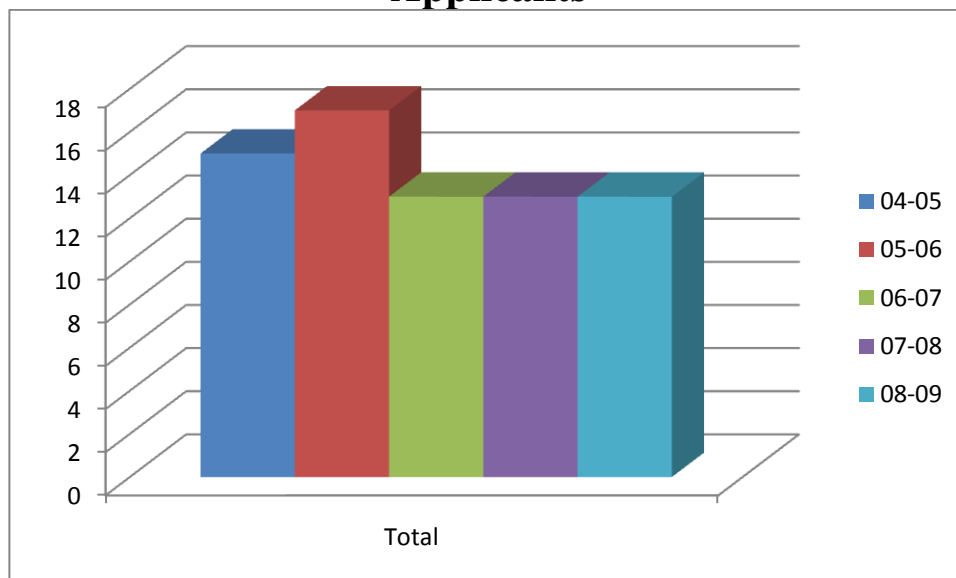
**Program of Study: Bachelor of Science in Graphics/Fine Arts.**

See below.

#### **Viability (§ 4.1.3.1)**

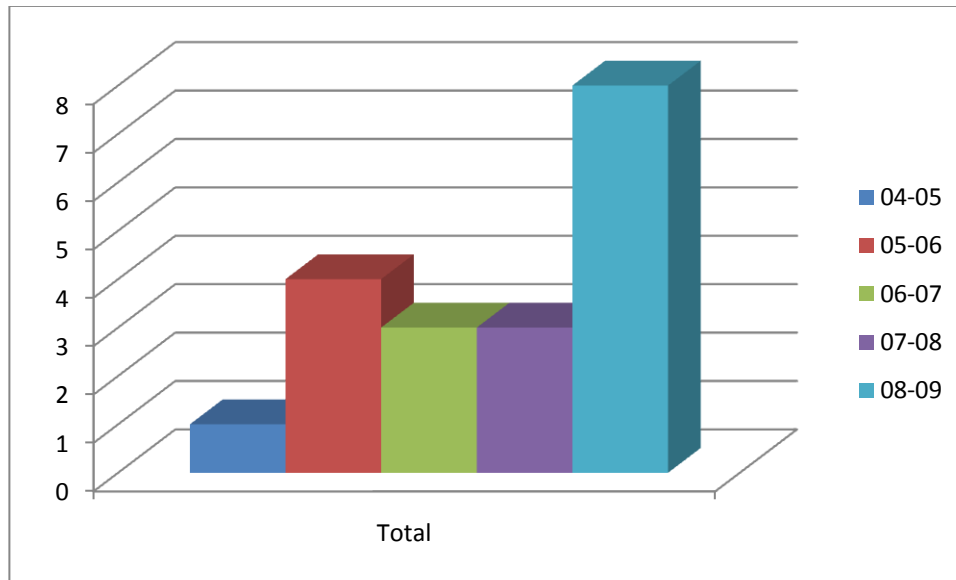
#### **Enrollments**

#### **Applicants**



(Does not include students admitted to C&TC)

## Graduates



## Program Courses

	04-05	05-06	06-07	07-08	08-09
<b>ART</b>	<b>424</b>	<b>376</b>	<b>291</b>	<b>199</b>	<b>239</b>
<b>1140</b>	<b>41</b>	<b>42</b>	<b>34</b>	<b>40</b>	<b>40</b>
Art Structure and App Design	41	42	34		
Design I: 2D				40	40
<b>1141</b>	<b>31</b>	<b>25</b>	<b>25</b>	<b>16</b>	<b>32</b>
Art Structure and App Design	31	25			
Design II: 3D			25	16	32
<b>1142</b>	<b>41</b>	<b>39</b>	<b>65</b>	<b>43</b>	<b>31</b>
Drawing	41	39	65		
Drawing I: Foun of Drawing				43	31
<b>1199</b>	<b>55</b>	<b>23</b>	<b>2</b>		
Special Topics in Art	55	23	2		
<b>2241</b>	<b>29</b>	<b>29</b>	<b>23</b>	<b>13</b>	<b>24</b>
Drawing from Life	29	29			
Drawing II: Drawing from Life			23	13	24
<b>2261</b>	<b>14</b>	<b>18</b>	<b>25</b>	<b>15</b>	<b>16</b>
Painting	14	18	16		
Painting I:Foundation of Paint			9	15	16
<b>2262</b>	<b>8</b>	<b>9</b>	<b>8</b>	<b>10</b>	<b>7</b>
Painting	8	9			

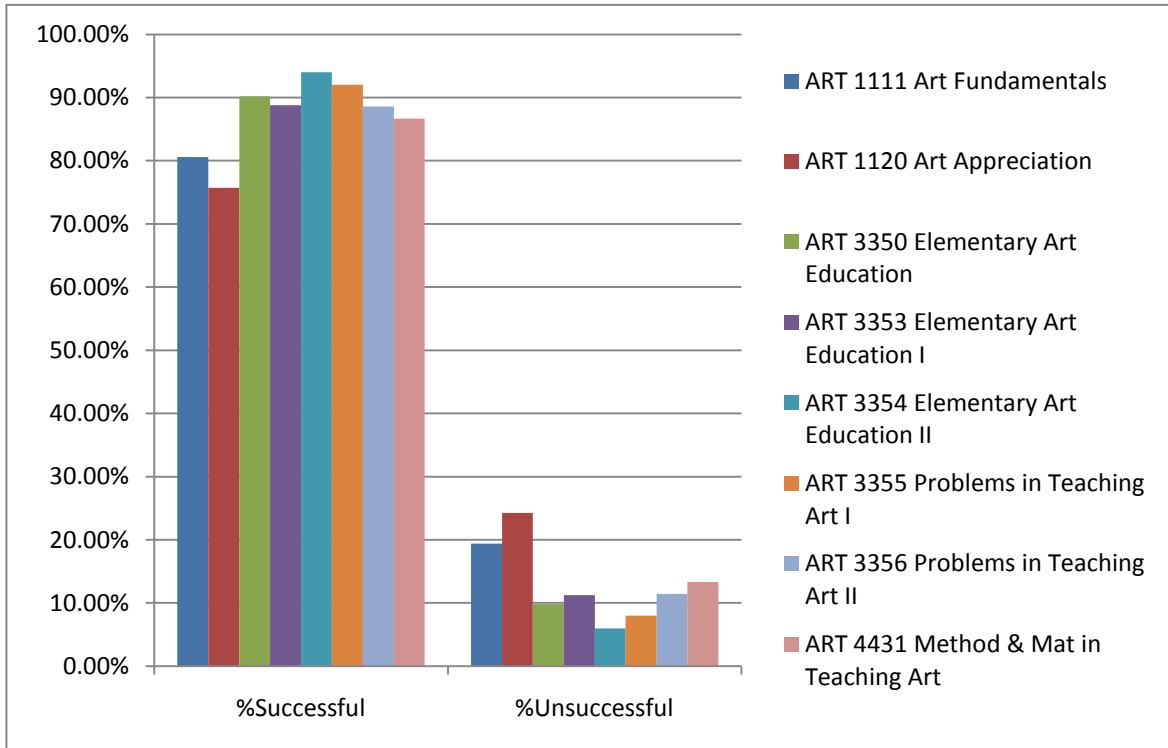
Painting II			8	10	7
<b>2278</b>	<b>29</b>				
Art From Prehistory to 1450	29				
<b>2280</b>	<b>1</b>	<b>28</b>			
Art History 1450 to 1750		3			
Art History from 1450 to 1750	1	25			
<b>2283</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>21</b>	<b>24</b>
Modeling and Sculpture	13	12	11		
Sculpture I: Foun of Sculpture				21	24
<b>3341</b>	<b>15</b>	<b>28</b>	<b>32</b>	<b>11</b>	<b>9</b>
Graphics	15				
Printmaking		28	32		
Printmaking I				11	9
<b>3363</b>	<b>18</b>	<b>16</b>	<b>13</b>	<b>12</b>	<b>9</b>
Beginning Watercolor Painting	18	16	13		
Intermediate Water Media I				12	9
<b>3380</b>	<b>30</b>		<b>30</b>		<b>36</b>
Art Since 1950	30		30		36
<b>4467</b>	<b>63</b>	<b>33</b>	<b>6</b>		
Area Studies Drawing & Paint	63	33	6		
<b>4468</b>	<b>36</b>	<b>74</b>	<b>17</b>	<b>18</b>	<b>11</b>
Area Studies	36	74	14		
Area Studies II			3	17	11
Area Studies II 2 8WK				1	
<b>GRAP</b>	<b>348</b>	<b>499</b>	<b>564</b>	<b>439</b>	<b>406</b>
<b>1100</b>	<b>54</b>	<b>64</b>	<b>79</b>	<b>74</b>	<b>64</b>
Graphics Comm Processes	54	64	79	74	64
<b>1150</b>	<b>64</b>	<b>67</b>	<b>73</b>	<b>74</b>	<b>74</b>
Computer Applications/Graphics	64	67	73	74	74
<b>2200</b>			<b>1</b>		
Intro Desktop Publishing			1		
<b>2210</b>	<b>39</b>	<b>44</b>	<b>36</b>	<b>36</b>	<b>37</b>
Graphics Methods/Mat			19	18	18
Graphics Methods/Materials	34	27	17	18	19
Graphics Methods/Mat-Online	5	17			
<b>2225</b>	<b>80</b>	<b>159</b>	<b>190</b>	<b>102</b>	<b>89</b>
Basic Photography	80	159	190	102	89
<b>2230</b>	<b>27</b>	<b>43</b>	<b>37</b>	<b>38</b>	<b>36</b>
Graphic Design				38	
Graphic Design I					36
Layout and Design I	27	43	37		
<b>2250</b>	<b>24</b>	<b>24</b>	<b>33</b>	<b>35</b>	
Graphics Practicum	13	18	10	13	
Graphics Practicum - Honors			1		

Graphics Practicum HON		2			
Graphics Practicum Lab	11	4	10	13	
Graphics Practicum-Online			12	9	
<b>2255</b>	<b>17</b>	<b>20</b>	<b>28</b>	<b>15</b>	<b>19</b>
Advanced Image Transfer	17				
Internet Animation		20	28	15	19
<b>2265</b>	<b>24</b>	<b>31</b>	<b>35</b>	<b>17</b>	<b>12</b>
Estimating Cost Analyysi-Online	24	17			
Estimating Cost Analysis		14	35	17	12
<b>2280</b>	<b>17</b>	<b>31</b>	<b>31</b>	<b>28</b>	<b>32</b>
Electronic Pub-Dreamwave		15	13		
Electronic Publishing	17	16	18		
Internet Pub-Dreamwave				12	15
Internet Publishing				16	17
<b>2995</b>					<b>24</b>
Graphics Practicum					19
Graphics Practicum-Online					5
<b>4410</b>	<b>2</b>	<b>16</b>	<b>21</b>	<b>20</b>	<b>19</b>
Advanced Topics in Graphics					19
Special Topics - Graphics	2				
Special Topics-Graphics			20	20	
Special Topics-Graphics-Online		16			
ST: Graphics - Honors			1		
<b>Grand Total</b>	<b>772</b>	<b>875</b>	<b>855</b>	<b>638</b>	<b>645</b>

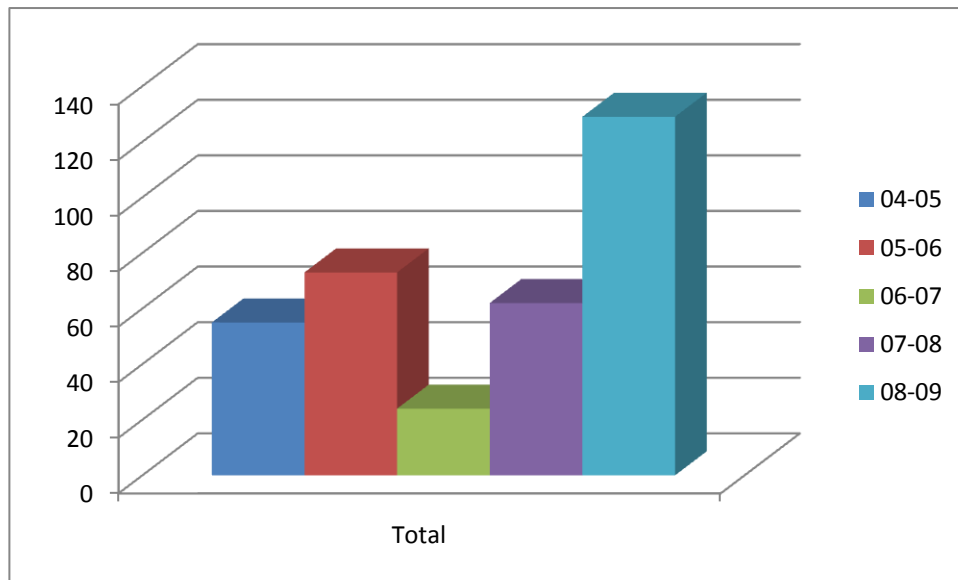
### Service Courses

			04-05	05-06	06-07	07-08	08-09
<b>ART</b>	<b>1111</b>	Art Fundamentals	39	39	28	21	20
	<b>1120</b>	Art Appreciation	699	680	627	588	789
	<b>3350</b>	Elem Art Education				36	77
	<b>3353</b>	Elem Art Education I	155	138	121	34	
	<b>3354</b>	Elem Art Education II	114	108	113	39	
	<b>3355</b>	Prob in Teaching Art I	10	12	7	3	6
	<b>3356</b>	Probl in Teaching Art II	11	8	7	2	1
	<b>4431</b>	Method & Mat	4	6	3	11	2
<b>ART Total</b>		<b>1032</b>	<b>991</b>	<b>906</b>	<b>734</b>	<b>895</b>	

## Success Rates for Service Courses



## Off Campus Courses



	04-05	05-06	06-07	07-08	08-09
<b>CENSUS_ENROLLMENT</b>	55	73	24	62	129

### Cost/Student Credit Hour

College or School	Tot Labor & Exp.	# of section >5	Org Sec Tot Fac. CrHr	FTE Faculty	Tot Enr Org Sec	Tot CrHr in Org Sec
Liberal Arts	\$ 2,974,440	610	1808	75.33	15117	45016
Sci& Tech	\$ 3,757,196	539	1314	54.75	10291	27005
Business	\$ 1,647,932	303	912	38.00	7114	21389
Fine Arts	\$ 1,694,138	229	589	24.54	4678	12849
Ed & HHP	\$ 2,401,064	264	696	29.00	5088	13638
Nurs. & AHA	\$ 1,327,910	176	202	8.42	3373	6798
<b>TOTAL</b>	\$ 13,802,679	2121	5521	230.04	45661	126695
<b>FSU Total</b>	\$ 17,053,424				46403	128485

College or School	# of Majors	CrHr by Maj	FTE Majors	Dir. Cost/Inst CrHr	Dir. Cost/Stu FTE Maj
Liberal Arts	1079	23690	789.67	\$ 66.08	\$3,766.70
Sci& Tech	817	18911	630.37	\$ 139.13	\$5,960.33
Business	1083	24272	809.07	\$ 77.05	\$2,036.83
Fine Arts	122	2926	97.53	\$ 131.85	\$17,369.83
Ed & HHP	1450	28480	949.33	\$ 176.06	\$2,529.21
Nurs. & AHA	611	12991	433.03	\$ 195.34	\$3,066.53
<b>TOTAL</b>	5162	111270	3709.00	\$ 108.94	\$3,721.40
<b>FSU Total</b>	5801	118699	3956.63	\$ 132.73	\$4,310.08

This table is based on FY 2007-2008 and is based on the school finances rather than the discipline. Some explanation is necessary of the Direct Cost per Full-Time Equivalent Student Major. It suggests \$17,369.83 was spent on 97.53 FET Majors. All of our expenditures are not for majors as we have participants in our various activities from all academic areas of Fairmont State University as well as Pierpont Community and Technical College. Such things as play productions, gallery exhibitions, marching band, wind ensemble concerts, choral concerts, symphony concerts, speech team competitions, and debate team are expensive and not limited to majors from the school as participants or audience. In addition, if we were to use 07-08 budget and apply current major counts (advisees in the school), fall 2008, 156 majors calculates to a \$10,859.48 direct cost per major; spring 2009, 179 majors calculates to a \$9,965.17 direct cost per major; or an average \$10,292.13 for the current year.

## General Education Requirements Met

### GENERAL STUDIES REQUIREMENTS FOR THE BACHELOR'S DEGREE

THE FIRST YEAR EXPERIENCE . . . . . 15-16- HOURS  
 (To be completed within the first 45 credit hours)  
 (Students are required to complete all Developmental Skills courses within the first 32 credit hours.)

	Hrs.
ENGL 1104 Written English I # . . . . .	3
ENGL 1108 Written English II # . . . . .	3
INFO 1100 Computer Concepts & Applications . . . . . (or demonstrated competency)	3
MATH 1102 or above . . . . .	3-4
(excluding 1106 and courses below 1102)	
COMM 2200, or 2201, or 2202 #. . . . .	3

#Designates courses with prerequisites

SCIENTIFIC DISCOVERY . . . . . 8  
 (courses selected from the approved University list)

CULTURAL/CIVILIZATION EXPLORATION . . . . . 9  
 (courses selected from the approved University list)

ARTISTIC/CREATIVE EXPRESSION & INTERDISCIPLINARY/ADVANCED STUDIES  
 OPTION . . . . . 3-6

(one course required for the major may be used to satisfy this requirement)

SOCIETY/HUMAN INTERACTIONS . . . . . 6  
(courses selected from the approved University list)

APPROVED WRITING INTENSIVE COURSE  
(a course required for the major satisfies this requirement)

## **Assessment Requirement**

### **History of the Graphics/Fine Arts Program**

The Graphics/Fine Arts program has been in existence at Fairmont State since the mid 1970s. It was created to prepare students to work in the printing industry and in the field of layout and design. With a strong emphasis in typography and printing press technologies, the program served students who wanted employment with newspapers, printing services, and other media industries. The goal of the program was to merge the technologies of that era with artistic sensibilities so that students were qualified to design and implement their work on paper and ink presses. Although the program was housed in the School of Fine Arts, it relied heavily on the School of Technology for training students with print machinery and processes. Since both the printing industry and art departments' methods for instruction in this area have changed radically, the art department at Fairmont State has been responding with major changes to the program.

### **Assessment of the Program**

Although the program has evolved to accommodate changes in computer based printing and imagery, the art faculty determined in 2006 that the program was in need of an in-depth assessment of its direction and scope. The School of Fine Arts hired a consultant to evaluate the curriculum and make recommendations. Joe Lupo, the president of the Southern Graphics Conference, wrote his assessment of the program, which is included in APPENDIX B.

As a result of the assessment, the program has undergone its most radical modification of curriculum since its inception. The most pressing issue was that the program was over-reliant on the School of Technology and the two-year Graphics Technology Associate's degree for the majority of graphics-related courses. Because goals for students in the Graphics/Fine Arts program in the School of Fine Arts differed from those for students in electronic technology programs in the School of Technology, it was determined that the Art Department must initiate coursework related to image-based



technology that included more art content. We have created a three-level series of Electronic Art courses, housed in the School of Fine Arts, which should help to bridge the gap between students' understanding of computer programs and the application of technology to the creation of works of art. Some courses in the degree requirements related to old technologies have been eliminated, and the requirements have been changed to include more relevant technology courses. We are exploring the possibility of changing the name of the Graphics/Fine Arts program to better-reflect its curriculum and goals. This is in response to Mr. Lupo's recommendations.

We are now looking to the next step in the transformation of the Graphics/Fine Arts program. In order to complete the assessment circle, we believe that we should implement a capstone experience for the program, such as an internship or final, virtual, project. We are continuing to evaluate coursework to ensure that required courses, especially those from the School of Technology, reflect the objectives of the program and the direction in which we want it to progress.

### **Assessment of Student Learning**

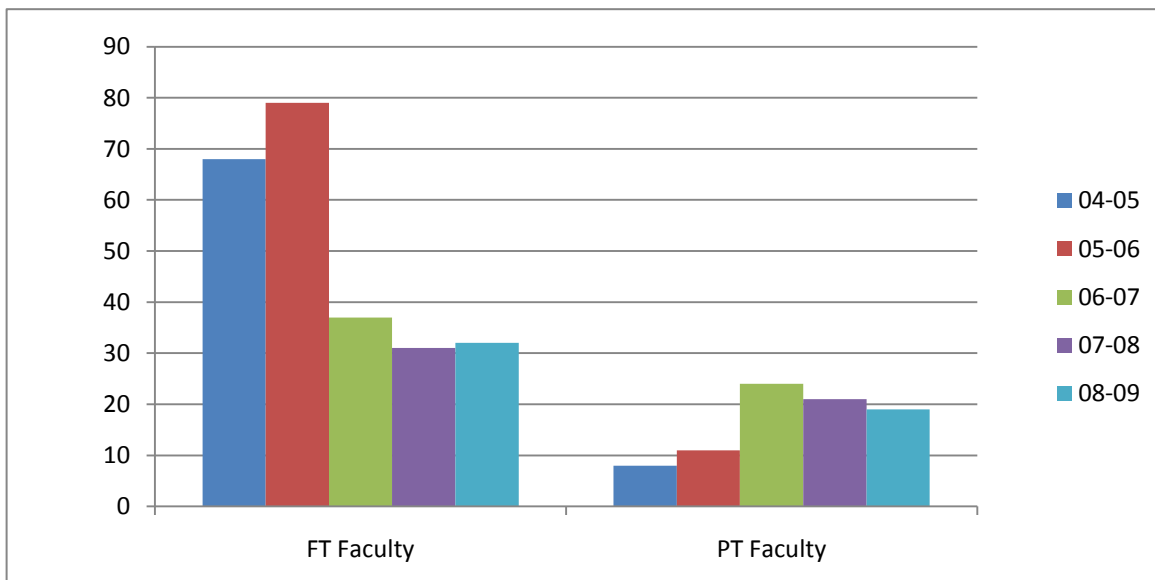
Coursework: Art and technology courses in the Graphics/Fine Arts program include regular assessment of work. All assessment for studio courses is performance based, and in compliance with the National Association of Schools of Art and Design's guidelines for student progress. Beginning classes emphasize application of skills, vocabulary, visual organization in two and three dimensions, and problem solving. A core or foundations curriculum requires that all art students become proficient in two and three-dimensional design, drawing, electronic foundations, painting and sculpture. Advanced classes offer students opportunities to select media and build portfolios in which they explore advanced concepts and processes that indicate an increasing awareness of cultural shifts and significant visual forms. Studio courses employ critiques as the primary method of student evaluation and assessment, although assessment may occur with some combination of rubrics, tests, and reflection as well. Graphics courses are project based, and assessment reflects course objectives. Additionally, Graphics/Fine Art students must take six hours of art history classes, including three hours in contemporary art. Performance in art history classes is evaluated by tests and research papers.

**Portfolio Reviews:** All art students are required to submit portfolios in order to advance from Pre-Art status to their respective program areas. The portfolio review occurs in the second semester of the sophomore year. In order to progress,

students must pass the faculty led portfolio review, possess a 2.0 average, and earn a C or better in all of their major courses.

**Exhibitions:** Students in the art department have opportunities to participate in exhibitions within the School of Fine Art and in venues beyond the department. The annual Fairmont State Student Juried Exhibition is judged by qualified individuals who are outside the Fairmont State faculty. Recent judges have been artists/educators from the Cleveland State University, Shepherd University, Alderson-Broadus College and West Virginia University. Our students and recent graduates have also been juried into regional and national shows and have presented their work in solo exhibitions in our galleries and in regional venues.

## Adjunct Use



Row Labels	04-05	05-06	06-07	07-08	08-09
FT Faculty	68	79	37	31	32
PT Faculty	8	11	24	21	19
<b>Grand Total</b>	<b>76</b>	<b>90</b>	<b>61</b>	<b>52</b>	<b>51</b>

## Retention Rates

### Retention Calculations for Graphics Fine Art

#### First-time Students

	Cohort Size of Graphics Fine Art First-time Freshmen	Count of this Fall Cohort Retained until Next Fall IN the Graphics Fine Art Program	Graphics Fine Art FT Program Retention Rate	Count of this Fall Cohort Retained until Next Fall at FSU	PCTC Retention of Graphics Fine Art FT Cohort	Count of this Fall Cohort Retained until Next Fall at FSU OR PC&TC	FSU or PC&TC Retention of Graphics Fine Art FT Cohort
Fall							
2003	6	0	0.00%	1	16.67%	1	16.67%
2004	10	2	20.00%	6	60.00%	7	70.00%
2005	17	11	64.71%	15	88.24%	15	88.24%
2006	13	9	69.23%	10	76.92%	11	84.62%
2007	11	3	27.27%	4	36.36%	6	54.55%
2008	10	3	30.00%	3	30.00%	7	70.00%
6-Yr Mean	11.17	4.67	35.20%	6.50	51.36%	7.83	64.01%

### Retention Calculations for Graphics Fine Art

#### Transfer-In Students

	Cohort Size of Graphics Fine Art Transfer-In Student	Count of this Fall Cohort Retained until Next Fall IN the Graphics Fine Art Program	Graphics Fine Art Transfer- In Retention Rate	Count of this Fall Cohort Retained until Next Fall at FSU	PCTC Retention of Graphics Fine Art Transfer- In Cohort	Count of this Fall Cohort Retained until Next Fall at FSU OR PC&TC	FSU or PC&TC Retention of Graphics Fine Art Transfer- In Cohort
Fall							
2003	6	3	50.00%	4	66.67%	5	83.33%
2004	2	1	50.00%	1	50.00%	2	100.00%
2005	11	8	72.73%	8	72.73%	8	72.73%
2006	2	1	50.00%	1	50.00%	1	50.00%
2007	5	1	20.00%	4	80.00%	4	80.00%
2008	1	0	0.00%	0	0.00%	0	0.00%
6-Yr Mean	4.50	2.33	40.45%	3.00	53.23%	3.33	64.34%

This table does not include any current student or transfer student who may have enrolled and then changed to a major in graphics/fine arts.

## Previous Program Reviews

The previous B.S. Graphics/Fine Arts Degree Program Review was submitted to the Fairmont State Board of Governors in 2005. The board requested clarification and follow up report on:

1. review of safety guidelines
2. proposals for tracking graduates, and
3. consideration of an advisory board.

These items were addressed and presented to the Board of Governors at their December 15, 2005 meeting where the program was then voted for approval.

## Program Requirements

Degree Definition Area	Hours per Degree Def.	Graphics Fine Arts Hours	
General Ed	32-42	41-42	See General Ed Courses Above
Major	32-65	64	See Course Requirements Below
Electives	Min 21	22-23	
Total	Max 128	128	

### GRAPHICS/FINE ARTS

This program incorporates technology to create images for commercial purposes. It merges traditional, contemporary, and theoretical courses in the School of Fine Arts with technical courses in the School of Science and Technology. The program culminates with a Bachelor of Science degree.

### BACHELOR OF SCIENCE IN GRAPHICS/FINE ARTS

Graphics/Fine Arts Curriculum	64	SEM. HRS.
Liberal Studies Requirements	41-42	SEM. HRS.
Electives	22-23	SEM. HRS.

Total Hour Required for Graduation 128 SEM. HRS.

**Graphics/Fine Arts Curriculum** 64 SEM. HRS.

**Core Requirements**

ART 1140	DESIGN I: 2-D	3
ART 1141	DESIGN II: 3-D	3
ART 1142	DRAWING I: FOUNDATIONS OF DRAWING	3
ART 2245	E. FOUNDATIONS	3
ART 2261	PAINTING I: FOUNDATIONS OF PAINTING	3
ART 2283	SCULPTURE I: FOUNDATIONS OF SCULPTURE	3

**Art History Requirements**

ART 3378	ART HISTORY FROM 1750 TO 1950	3
ART 3380	ART HISTORY SINCE 1950	3

**Studio Requirements**

ART 3341	PRINTMAKING I	3
ART 3342	PRINTMAKING II	3
ART 3345	E. INTERMEDIATE	3

**Graphics/Fine Arts Requirements**

GRAP 1100	GRAPHICS COMMUNICATIONS PROCESSES	3
GRAP 1150	COMPUTER APPLICATIONS TO GRAPHICS	3
GRAP 2210	GRAPHICS METHODS AND MATERIALS	3
GRAP 2245	DIGITAL PHOTOGRAPHY	3
GRAP 2230	GRAPHIC DESIGN I	3
GRAP 2235	GRAPHIC DESIGN II	3
GRAP 2255	INTERNET ANIMATION	3
GRAP 2280	INTERNET PUBLISHING	3
GRAP 3310	ADVANCED PHOTOGRAPHY	3
GRAP 4491	GRAPHICS PRACTICUM	4

**Faculty Data**

Please see attached faculty vitae in APPENDIX A.

## Accreditation/National Standards

The National Association of Schools of Art and Design (NASAD) has general guidelines for the distribution of courses for various degrees. Comparisons here are made to both B.F.A. degree programs as well as B.A. and B.S. Liberal Arts degree programs.

For B.F.A. degrees in:

Design

10-15% General Studies

25-35% Major area

20-30% Art and Design History

Studies in the major area, supportive courses in art and design, and studies in visual arts/design histories normally total at least 65% of the curriculum.

Digital Media

10-15% General Studies

25-35% Studies in Digital Media

20-30% Studies in art and design history

Studies in the major area, supportive courses in art and design, and studies in visual arts/design histories normally total at least 65% of the curriculum.

Graphic Design

25-35% General Studies

25-35% Graphic Design

10-15% Art and Design History

20-30% Supportive courses in Art and Design

Liberal Arts Programs

Bachelor of Arts with a major in Art or Design and Associate or Science or Bachelor of Science in a major in Art or Design

55-70% General Studies (and free electives)

35-45% Studies in Art and Design

Fairmont State University

Graphics/Fine Arts Bachelor of Science

32% General Studies

7% Art History

41% Major Courses

20% Free Electives

(68% in Major if elective courses are in Art)

The revised Graphics/Fine Arts program at Fairmont State University conforms to the general guidelines established by the National Association of Schools of Art and Design.

### **Necessity (§ 4.1.3.3)**

Many of the universities and colleges located in the state of West Virginia offer courses that are similar to those required by the Graphics/Fine Arts program such as Digital Imaging I and Digital Imaging II at Alderson Broaddus College. Many of these same institutions offer either a Bachelor of Art in Graphic Design or a Bachelor of Art in Intermedia such as Wesleyan College and also Alderson Broaddus College. However, a Bachelor of Art with the combination of Graphics/Fine Arts is unique to Fairmont State University. Although this individuality seems novel, it places graduates in an unfamiliar, unrecognized category for employers. As aforementioned in the assessment section, these problems are being addressed by changes to the program.

In the past five years we have had thirty one (31) graduates of the Graphics/Fine Arts program. Efforts to locate these students have reconnected us with a total of eighteen (18) individuals. Eight of the students who responded to information requests are or have been working in a field related to their degree. Several of these students responded that they were involved with internet sales, web development, and self employed in the field.

### **Consistency with Mission (§ 4.1.3.4)**

Fairmont State University

Fairmont State University, a comprehensive, multi-site, selective institution offers a quality education in a diverse and supportive learning environment that fosters individual growth, professional and career development, lifelong learning, global understanding, and a commitment to excellence in academic and community pursuits. Serving the citizenry of north-central West Virginia and beyond, Fairmont State University is a student centered institution of first choice among students who desire a flexible and relevant learning experience. The University provides a well-rounded education, enabling students to gain the knowledge and skills needed for self-fulfilling, responsible citizenship and employability in a rapidly changing global environment.

The Mission of Fairmont State University is to provide opportunities for individuals to achieve their professional and

personal goals and discover roles for responsible citizenship that promote the welfare of all.

Specifically, the mission of Fairmont State University is to provide programs needed by those in its geographic service area, to the extent permitted by its financial and human resources and its assigned role in the state's system of public higher education.

This mission is accomplished by meeting these objectives:

- Offering a broad range of traditional baccalaureate degree programs in the arts and sciences, teacher education and business administration.
- Providing opportunities for occupationally-oriented baccalaureate study through expansion of existing industrial technology programs and the development of additional career-related curricula.
- Bringing selected study opportunities into communities in the University's service region through the use of the mass media, regional educational centers, external degree programs and other forms of nontraditional study.
- Encouraging a broad segment of the populace, including various age groups and the economically deprived, to avail themselves of educational opportunities.
- Serving the greatest number of students by holding University costs at the lowest possible level and providing financial support to those who need it to gain equal access to higher education.
- Relating the breadth of the curriculum to the availability of appropriate employment opportunities and the needs of business, industrial and public service agencies in the University's service area.
- Offering continuing education programs to provide career enhancement, cultural enrichment and personal skill development.
- Providing advisory, counseling, and placement services to enable students to make satisfactory decisions about academic and personal problems and to make successful career and employment choices.
- Offering a variety of cultural, recreational, and social activities to complement academic pursuits.

### **The Fairmont State University Department of Art**

Provides the following degree programs:

- B.S. Degree in Graphics/Fine Arts



- B.A. degree in Art Education
- B.A. degree in Studio Art
- minors in studio art and art history.

The art curriculum and activities are designed to provide the highest level of professional education for the art teacher, the creative artist and the scholar of the arts, and to play a major role in the cultural life of the college campus and the community.

### **Overview of the Graphics/Fine Arts Program**

Graphics/Fine Arts offers a four-year degree for students who have an interest in electronic or "mixed media." This is a unique program which combines technical knowledge and creative expression. In this area, there are electronic courses for the combination of media both traditional and new.

### **Program of Study: Bachelor of Science in Graphics/Fine Arts.**

This program incorporates technology to create images for commercial purposes. It merges traditional, contemporary, and theoretical courses in the School of Fine Arts with technical courses in the School of Science and Technology. The program culminates with a Bachelor of Science degree.

Specifically, the mission of Fairmont State University is to provide programs needed by those in its geographic service area, to the extent permitted by its financial and human resources and its assigned role in the state's system of public higher education.

This mission is accomplished by meeting these objectives:

- Providing opportunities for occupationally-oriented baccalaureate study through expansion of existing industrial technology programs and the development of additional career-related curricula.
- Relating the breadth of the curriculum to the availability of appropriate employment opportunities and the needs of business, industrial and public service agencies in the University's service area.

APPENDIX A  
FACULTY VITAE

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# APPENDIX B

REPORT BY JOE LUPO

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