## Fine Arts Minor

By the successful completion of this minor, a student will:

- 1. show **strength** in at least two techniques and processes in 2D, 3D or 4D media and the ability to reflect on how these help to shape the content of the work.
- 2. show competence in framing conceptual ideas through visual media.
- 3. show an **understanding** of what fine art is though a working knowledge of the concepts and movements that inform contemporary art.
- 4. show an **understanding** of the interdisciplinary or cross-disciplinary possibilities of the Fine Art Minor as it relates to a student's disciplinary major.
- 5. have **competency** in discussing and critiquing artwork, including an ability to analyze work using a range of approaches. These may include (and are not limited to) knowledge of formal/visual categories, semiotic/psychoanalytic approaches, as well the articulation of more subjective, embodied responses.
- 6. have **competency** in identifying and generating one's own questions as the basis for visual inquiry. These may be sourced in particular historical, cultural or societal concerns.

Learning outcome definition key	
UNDERSTANDING	The student is conversant in the language and importance of the topic in relation to design disciplines including product design, architecture, interior design, fashion, communication and digital design.
COMPETENCE	The student has the ability to apply knowledge of the topic within the design process consistently, but often in a basic and routine way.
STRENGTH	The student has the ability to apply the knowledge in multiple ways that show an understanding of more subtle aspects of the topic.
DEMONSTRATION	The student has the ability to consistently and accurately apply the knowledge in their own way, making subtle distinctions in where and when the knowledge is applicable.
FLUENCY	The student can apply the knowledge in unique and improvisational ways to support design arguments.