

Point Loma Nazarene University		LO 1	LO 2	LO 3
Visual Arts Major - Video, Performance, and Interactive Media Concentration		1. Perform technological skills and techniques to produce time-based artworks in video, performance, or interactive media.	2. Use the elements of art and principles of design to describe, analyze, and evaluate works of time-based art.	3. Apply historical and contemporary art forms and theories to time-based media.
Course	Course Title			
<b>Lower-Division Requirements</b>		*I - Initial, E- Emerging, D - Developed, HD - Highly Developed		
ART103	Two-Dimensional Design	I	I	I
	OR			
ART104	Three-Dimensional Design	I	I	I
ART115	Drawing I	I	I	I
ART200	History of Art I			E
ART201	History of Art II			E
ART215	Introduction to Computer Graphics	I/E	E	E
ART226	Digital Photography			
<b>Upper-Division Requirements</b>				
ART305	Contemporary Art History			E
ART315	Introduction to Interactive/Web Applications	I/E	E/D	E/D
ART390	Advanced Studio Practice	D	D	D
ART450	Interactive/Web Design	HD	HD	HD
<b>Capstone Courses</b>				
ART420	Contemporary Studio Seminar		HD	HD
ART466	Exhibition Preparation	HD	HD	HD
ART467	Senior Exhibition	HD	HD	HD