

Art and Design, M.A.

← Return to: [Graduate Programs](#)

Contact Information

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Program Description

The MA in Art and Design prepares leaders in artistic industries with embodied professional practice and pedagogy, as well as local and global engagement. Students engage in collaborative inquiry with disciplinary experts to solve problems at an advanced level. This interdisciplinary/integrated degree mirrors our desire to break free of the limits of discipline-specific constraints. When students complete this degree program they will demonstrate competencies in: critical inquiry, research and creative practice; innovative techniques and technologies to work in art and design; transferring skills and knowledge base across disciplines to think critically and to connect research to problem-solving in creative activity; diverse historical, contemporary culture and contexts; and collaborate on our core values for the development of personal narrative that intrinsically values art. The degree has three concentrations: Digital Animation; Art Education; and Museum Studies.

Digital Animation

Students in this concentration will pursue advanced creative problems in digital media including frame-to-frame animation, rigged animation, storyboarding, and visual development for film and game media. The program also challenges students to professional levels of research, communication of their ideas, and critical ideation and development of their concepts. Upon completing the degree students will be prepared for advanced animation careers and pursuits.

Art Education

The MA concentration in Art Education is designed for teachers who are currently teaching (nationally and internationally) and have licensure, as well as for individuals who are interested in careers within the field of art education that do not require teaching licensure. The concentration focuses on theory-informed practice and the development of student-centered, innovative teaching and learning skills. Teachers/individuals will develop methods that facilitate opportunities for students of a broad range of ages and abilities to think critically and solve problems creatively. This concentration in Art Education aligns with The National Visual Arts Standards, and SACS and NASAD requirements for accreditation.

Museum Studies

Students in this concentration will gain knowledge of the diversity and function of museums on a local, regional, national, and global level, and their contributions to society. Students will acquire familiarity with the practical aspects of the study, exhibition, conservation, storage of artifacts, artworks, documents, and other objects in museums. A central focus of this concentration is the understanding of the role of museums in research, and their contribution to other disciplines as well as the methods used by museums to educate and disseminate information. Students will have the opportunity to specialize in a particular field of choice. Ultimately students will demonstrate familiarity with communicating topics and issues connected to the world of museums, the art market, libraries, archives, and non-profits.

Program of Study

Required Courses (15 Credit Hours):

- ART 6010 Context, Culture & Contemporary Practice
- ART 6020 Methods, Theory & Criticism
- ART 6030 Technologies, Innovation Design Thinking

- ART 7000 Thesis: Systemic Inquiry
- ART 7100 Thesis: Research & Final
 - OR
- ART 7050 Project: Systematic Inquiry
- ART 7150 Project: Research & Final

Concentration (15 Credit Hours): Select one concentration

- Digital Animation
 - ANIM 6100 Creative Problems in Digital Animation I
 - ANIM 6105 Creative Problems in Digital Animation II
 - ANIM 6110 Research for Commercial Creatives
 - ANIM 6115 Emoting and Communication for Creatives
 - ANIM 6120 Ideation and Iteration for Creatives
- Art Education Concentration
 - ARED 6100 Exploration of Visual Arts
 - ARED 6105 Contemporary Teaching Strategies
 - ARED 6110 Advanced Studio Practice and Reflective Teaching Course
 - ARED 6115 STEM and Maker Space Studio
 - ARED 6120 Media Arts

- Museum Studies Concentration
 - Required:
 - MUSE 6100 World of Museums
 - MUSE 6105 Internship/Practical Museum Experience
 - MUSE 6110 Technologies and Museum Management
 - Electives: Select two of the following for 6 Credit hours
 - MUSE 6115 Topics in Art History and Museums
 - MUSE 6120 Art Museums and Curation in Contemporary Contexts
 - MUSE 6125 Artifact Studies
 - MUSE 6130 Internship II/Practical Museum

Program Total: 30 Credit Hours

Core Curriculum

ART 6010: Context, Culture and Contemporary Practices (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course provides historical and contemporary developments in the field of art and design, as a means to compose a personal philosophy relevant to professional practices. In-depth exploration results in the integration of concepts and issues to create a comprehensive view of the multiple fields. Technological applications integrated with social, psychological, affective, and contextual components of creating relevant to art practices are a primary focus.

ART 6020: Methods, Theory, and Criticism (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course explores Theory and Criticism in methods and design thinking by researching, critically reading and interpreting works for professional application. Theories and models of art practice are explored ranging from classic academic approaches to fieldwork to experimental prototyping.

ART 6030: Technologies, Innovation and Design Thinking (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course will explore the intersections of art and technology including ideation, experimentation, empathy, and interdisciplinary practices. Through readings, viewings, group discussion, projects, iteration, critiques, and guest presentations, this course will examine a range of technologically mediated art practices. This will include emergent new media art and research topics to address individual needs, the promise of technology, and requirements for creative success.

ART 7000: Thesis/Systematic Inquiry (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course focuses on a systematic inquiry of an original research question. It requires students to identify an area of study, research its major constructs, and work toward the development and completion of a thesis in this area of practice in collaboration with disciplinary experts.

ART 7100: Thesis/Research & Final (3 credit hours)

Prerequisite: ART 7000: Thesis/Systematic Inquiry

This course focuses on the continuation of a systematic inquiry of an original research question, the continuation of implementing research, and the completion of a thesis in this area of practice in collaboration with disciplinary experts.

ART 7050 Project/Systematic Inquiry (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course focuses on a systematic inquiry of an original research question. It requires students to identify an area of study, research its major constructs, and work toward the development and completion of a professional project in this area of practice in collaboration with disciplinary experts.

ART 7150 Project/Research & Final (3 credit hours)

Prerequisite: ART 7050: Project/Systematic Inquiry

This course focuses on the continuation of a systematic inquiry of an original research question, research its major constructs, and completion of a professional project in this area of practice in collaboration with disciplinary experts.

Concentration Tracks

Art Education Concentration

ARED 6100: Exploration of Visual Arts (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course is designed to give art educators the opportunity to build on past instruction, experience, and practice with various medium/media with the expressed goal of further developing creativity, honing technical skills, diverging into areas of experimentation with studio practice and building pedagogy for classroom practices.

ARED 6105: Contemporary Teaching Strategies (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course provides an opportunity for art educators to investigate studio-based problems; examine strategies relevant to their classroom teaching; and investigate and explore contemporary theory and practice in the field of art education. Topics include but are not limited to originality, appropriation, deconstruction, identity politics, post-feminism, commodity critique, installation and performance, digital media, activism and globalism, as they relate to the field of art education. The class examines art and critical theory associated with major themes that have emerged in recent art education locally, nationally, and globally.

ARED 6110: Advanced Studio Practice and Reflective Teaching (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

Drawing on techniques acquired in previous courses students explore the connections between art-making, self-reflections, examination of teaching methodology and current issues in the field of art education. Building on this iterative and self-reflective process, students will develop a plan to make connections between their studio process and their teaching.

ARED 6115: STEAM and Maker Space (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course is a STEAM-based learning and research course in which students will utilize technology-based approaches to art making. The focus includes the exploration of digital media applications and equipment, online coursework, and digital portfolios. The course integrates computer-aided technology into the learning environment by focusing on the digital output of

art objects. Computer-aided design will be taught through a variety of programs. Final projects can be either be production ready, or they can be made tangible by available digital equipment. There will be a focus on the exploration of digital media programs and equipment.

ARED 6120: Media Arts (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

The focus of this course will be on advanced media concepts and applications of multi-arts methods and materials for art classrooms. On-line classwork involves the development of media skills (responding to the National Core Arts Standards in Media) for presentational and practical purposes within the contemporary elementary school environment. The multi-arts focus of this course is on theatrical design (responding to the National Core Arts Standards in Theatre). Course standards are organized around the National Association of Schools of Art and Design and the National Art Education Professional Standards for Visual Art Educators.

Digital Animation Concentration

ANIM 6100: Creative Problems in Digital Animation (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

Investigation of creative problems in digital animation with exploration leading to professional caliber resolutions. Problems can include multiple issues with storyboarding, character design, environmental design, and animation production.

ANIM 6105: Creative Problems in Digital Animation II (3 credit hours)

Prerequisite: ANIM 6100, Admission to the MA Art & Design program

Advanced investigation of creative problems in digital animation with exploration leading to professional caliber resolutions. This can be a sequential project based on work done in Creative Problems in Digital Animation I or an entirely new objective created in collaboration with instructor approval.

ANIM 6110: Research for Commercial Creatives (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course fosters a greater understanding of the history and current trends in digital animation, sequential arts, illustration, acting, voice acting and other commercial art fields. The

students' research work will require them to reach out to professionals in these fields for interviews and developing their networking skills. A focus on presenting material at conferences and/or to undergraduate classes will be emphasized.

ANIM 6115: Emoting and Communication for Creatives (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This class offers the study of acting, which furthers skills in emotional character and inanimate object animation. Voice acting will be studied in addition to physical acting, creating strong character acting skills. This will allow students to apply their knowledge to a variety of creative industry work including feature films, television, stop-motion films, independent film productions, video game productions and with commercial advertising agencies.

ANIM 6120: Ideation and Iteration for Creatives (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course addresses the development of visual literacy including concepting, initial approaches of creating an encompassing aesthetic, creating timelines for production, and exploring the refining aspects of creative production. Students will devise an advanced creative problem and provide a documented account of their creative journey to present as a process journal at the end of the course.

Museum Studies Concentration

MUSE 6100: World of Museums (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course surveys the different types of museums, their functions in society, and the issues and challenges they face. Visits to local museums and presentations by guest speakers will help to define the roles of curators, registrars, museum educators, and other museum staff, as well as their connections with artists, collectors, and the public. The practices and varieties of museum organizational structures, collection management, and exhibition preparation are introduced through the study of selected examples of museum-based research.

MUSE 6105: Internship / Practical Museum Experience (in Zuckerman / Booth / Bentley / Montepulciano) (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

Students engage in a supervised work experience in a museum or related institution, learning the day-to-day operations through active participation in current projects. These might include:

exhibition planning and design; educational activities; collections and database management; website administration; collection acquisitions; and/or strategic planning. The exact nature of the experience will depend upon the specific institution's current needs and initiatives. Placements are available at a range of institutions at the university and nearby locations. Other relevant activities may also be approved, such as work in a commercial art gallery or private collection, an auction house, a conservation laboratory, a research expedition, or an archaeological excavation.

MUSE 6110: Technologies and Museum Management (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course introduces students to the role of technologies in museums, with emphasis on collection management, and the emerging worlds of online collections and virtual museums. Attention and practical experience is given in the fields of collections management software, database creation, and a component of this course will take the form of hands-on collection care to be completed during class time. Other issues to be explored include emerging technologies and their relevance to museums, such as 3D scanning, photogrammetry, 3D printing, and the development of interactive exhibitions that employ virtual reality technologies.

*Optional Course Bank (6 credits).

MUSE 6115: Topics in Art History (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course enables students in the MA program to explore in-depth the history of the art, architecture, or archaeology of a period or culture relevant to the career in museum studies they wish to pursue. The exact culture and topic will be determined in consultation with the instructor. The class will include an in-depth research paper on the art, artifacts of the period, culture or theme being studied, which can be connected to museum-based research.

MUSE 6120: Art Museums and Curation in Contemporary Contexts (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course is a critical examination of the art museum from early collecting practices to the development of the modern museum in the 19th and 20th centuries and its changing roles in the present. How art museums categorize, create, and propagate art histories through the collection, preservation and exhibition of artworks is a central focus. The changing role of curators in art museum contexts is also of concern.

MUSE 6125: Artifact Studies (3 credit hours)

Prerequisite: Admission to the MA Art & Design program

This course surveys various categories of artifacts and in so doing illustrates the methodology that lies behind working with this kind of material culture. This methodology is applicable to any period or civilization. Categories to be explored in detail may include: ceramic vessels; tools and weapons; bronze and terracotta statuettes; oil lamps; glass; and coins and medals. This study of material objects will go beyond mere identification and typology to demonstrate how they can be used to understand the past. The course involves hands-on work with artifacts, as well as visits to the store-room of a public collection. Students will develop research projects on an artifact type or designated body of material of their own choice.

MUSE 6130: Internship II/ Practical Museum (3 credit hours)

Prerequisite: MUSE 6105: Internship

This course offers additional work experience in an institutional environment beyond that obtained in MUSE 6105. This experience may consist of further work in a museum or related institution, an art gallery, auction house, non-profit organization, or any other approved organization or professional research project. This could include opportunities within the university, in the local community, or abroad.

Admission Requirements

1. [Online Graduate Application](#) - There is a non-refundable \$60 application fee.
2. Transcripts - Official transcripts from EACH College and/or University you have attended. Must be in a sealed envelope from the institution or sent electronically from the institution directly to ksugrad@kennesaw.edu.
3. Grade Point Average (GPA) - Bachelor's degree with a minimum GPA of 2.75 in any related field including but not limited to: art, design, animation, education, history, art history, classical studies, archeology, or anthropology. Applicants with relevant experience are welcome to apply.
4. Letter of Application (Upload into the online application) - Should be in the form of a narrative which describes your education, relevant experience, and/or professional background, your future goals, and how admission into the MA in Art and Design program at Kennesaw State University will help you accomplish these goals. The letter should be specific to the program and should be 2-4 double-spaced pages in length.
5. Art and/or Writing Sample, relevant to concentration (Upload into the online application).
 - **Digital Animation:** A demo reel of animation or related work (illustration, sequential art, etc.) between thirty and sixty seconds in length. The content of the demo reel

- can be related to any undergraduate (or graduate-level) academic coursework and/or any professional work.
- Art Education: 5-10 pieces of art (any medium or modality) and a 1-2 page teaching philosophy.
 - Museum Studies: One 10-20 page writing sample. This may take the form of a class research paper, capstone, or thesis, or publication.
6. Resumé/CV
 7. Letters of Recommendation (**OPTIONAL**) concerning your academic and/or professional preparation for the MA in Art and Design program at KSU.
 8. Additional concentration-specific materials (**OPTIONAL**) – (i.e. digital media items, samples of artwork, additional writing samples).