

ART DEPARTMENT

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The Art Department is committed to quality visual arts education consistent with high professional standards. To achieve its mission, the Art Department seeks to provide:

1. A strong core foundation in visual art concepts and vocabulary in combination with the techniques, skills, and art processes to accomplish advanced projects.
2. Substantive curriculum content that engages and challenges students to think critically about their intellectual response to art as well as their own creative process.
3. Historical perspectives necessary for student understanding of the role of art across time, as a form of communication, and in cultural contexts.
4. Opportunities for developing a portfolio consistent with areas of professional specialization.
5. Leadership in developing and providing access to visual arts programming for the university and community.
6. Internships that offer students opportunities to work with professionals in their fields of study.

Code	Title	Hours
Foundations Core Courses ¹		
All majors (except Game and Interactive Media Design) will enroll in a foundations core made up of:		
ART 1303	Introduction to Drawing	3
ART 1403	Two-dimensional Design	3
ART 2403	Color Design	3
ART 2413	Three-dimensional Design	3
Game and Interactive Media Design Core Courses ¹		
ART 1303	Introduction to Drawing	3
ART 1403	Two-dimensional Design	3
ART 2213	Digital Skills	3
GAME 2003	Digital 3-D Foundations	3
Total Hours		24

¹ These courses may be taken independently of one another, and more than one may be taken in a semester.

All art majors are required to enroll in ART 3001 Sophomore Review course which serves as a review of the student's skills in the above four required foundation courses. All art students are also required to take twelve hours of art history.

Fine Art, Graphic Design and Game and Interactive Media students are required to exhibit their work in a culminating Senior Exhibition in their Senior Year.

For more information, please visit <https://www.atu.edu/art/>

Programs

- Art Minor (<https://catalog.atu.edu/undergraduate/programs/arts-humanities/art/art-minor/>)
- Fine Arts, Bachelor of Fine Arts (<https://catalog.atu.edu/undergraduate/programs/arts-humanities/art/fine-arts-bfa/>)
- Game & Interactive Media Design, Bachelor of Fine Arts (<https://catalog.atu.edu/undergraduate/programs/arts-humanities/art/game-interactive-media-design-bfa/>)
- Game & Interactive Media Design, Certificate of Proficiency (<https://catalog.atu.edu/undergraduate/programs/arts-humanities/art/game-interactive-media-design-cp/>)
- Graphic Design, Bachelor of Fine Arts (<https://catalog.atu.edu/undergraduate/programs/arts-humanities/art/graphic-design-bfa/>)
- Graphic Design, Certificate of Proficiency (<https://catalog.atu.edu/undergraduate/programs/arts-humanities/art/graphic-design-cp/>)

Courses Art

ART 1163 Basic Digital Photography

Cross-listed: JOUR 1163 Basic Digital Photography, an introduction to the medium, its history, techniques and theory.

This course will teach students the basics of photographic composition, lighting, camera and lens operation, editing and printing using the digital format. \$25 course fee.

ART 1303 Introduction to Drawing

An introduction to structural and expressive responses in drawing by the study of line, volume, shape, light perspective, the media, and their interrelations. Studio six hours. \$45 art fee.

ART 1403 Two-dimensional Design

Basic study of elements and principles of two-dimensional design employing a variety of tools and materials. Studio six hours. \$45 art fee.

ART 1503 Introduction to Graphic Design

Prerequisite: ART 1403, ART 1303 or permission of instructor.

An introduction to fundamental graphic design principles, techniques and materials. Studio six hours. \$45 art fee.

ART 2103 Art History I

ACTS Common Course - ARTA 2003.

An examination of the periods and western cultures responsible for major artistic monuments and achievements from prehistory through the Gothic period.

ART 2113 Art History II

ACTS Common Course - ARTA 2103.

A western art survey of the events, people, and stylistic trends involved in the development of major art forms from the era of the Italian Renaissance to the present.

ART 2123 Experiencing Art

ACTS Common Course - ARTA 1003.

This course is designed to provide a background in art and the related processes so that a student may develop powers of observation and thereby respond to a work of art.

ART 2213 Digital Skills

Students will learn graphic design software which they will, in turn, use to create various projects. Studio six hours. \$45 art fee.

ART 2233 Special Topics in Art and Design

Prerequisite: Must be a Fine Art, Game, Graphic Design, or Art Education Major.

An introductory course in a special topic in art and design that will be offered through lectures, practical assignments, and in-class studio assignments. Open to all art majors.

Note: May be repeated for credit for a max of 6 hours.

ART 2303 Figure Drawing

Prerequisite: ART 1303.

Introduction to the study of the human figure. A major emphasis will be directed to exercises in the study of anatomy, proportion, and line as it relates to the figure. Studio six hours. \$72 art fee.

ART 2403 Color Design

Basic application of color principles and color theory. Studio six hours. \$45 art fee.

ART 2413 Three-dimensional Design

Prerequisite: ART 1403.

Basic study of three-dimensional problems of structure, spatial organization, and introductory sculptural concerns. Studio six hours. \$45 art fee.

ART 3001 Sophomore Review

Prerequisite: ART 1303, ART 1403, ART 2403, and ART 2413 or permission of the Department Head.

The Sophomore Review course is an academic engagement designed to provide you with an opportunity to discuss your work on a scholarly level. Faculty will give you specific feedback on the work in your portfolio, the ability to use and understand art vocabulary, and communicate effectively about art. This course must be successfully completed with a C or better before students will be permitted into Upper Division classes. \$12 course fee.

ART 3003 Concepts in Art Education

Prerequisite: ART 3001.

Introduction to theory and specialized practice in art education issues as applied to elementary art experience. Studio processes, art criticism, aesthetics, and art history methodology will be incorporated into lessons implemented as part of field experience in local elementary schools. Studio six hours. \$45 art fee.

ART 3013 Art Education Practicum

Prerequisite: ART 3001 Curriculum design with emphasis on visual art standards, art media, and assessment as applied to teaching on the secondary level.

Students will implement a unit of study in partnership with local schools. Studio six hours. \$45 art fee.

ART 3073 Introduction to Sculpture

Prerequisite: ART 3001 or permission of Department Head.

Basic techniques of sculpture and sculptural composition. Modeling, casting, carving, and constructive processes are introduced. Studio six hours. \$165 art fee.

ART 3113 Art History, American

Prerequisite: ART 2103, ART 2113, and ART 3001.

A study of art forms in architecture, painting, sculpture and craft from Colonial times to the present.

ART 3133 Art History, Americas & Africa

Prerequisite: ART 2103, ART 2113, and ART 3001.

A study of the art of Africa, with a strong focus on African cultures south of the Sahara, along with art of native peoples of North, Central, and South America from both before and after contact with Europeans. Contemporary works by African, Latin American, and Native American artists will also be studied.

ART 3143 Art History, Asia & Pacific

Prerequisite: ART 2103, ART 2113, and ART 3001.

A study of the art of South, East, and Southeast Asia, the islands of the Pacific, and the Aboriginal cultures of Australia. Contemporary works by artists from these regions will also be studied.

ART 3153 History of Digital Art

Prerequisite: ART 2103 and ART 2113.

This course will examine the contemporary history of art and focus on work created with digital technology including: new media, video, animation, video games, mobile and other interactive art forms. Through a historical, artistic, and technological framework students will learn to classify, interpret, discuss, analyze works of digital art.

ART 3203 Typography and Layout

Prerequisite: ART 1503.

Beginning and intermediate problems in layout designs as well as the effective use of type. Studio six hours. \$45 art fee.

ART 3223 Package Design

Prerequisite: ART 1503, ART 2213, and ART 3001.

Studio problems in the design and presentation of 3 D advertising packaging and displays. Studio six hours. \$45 art fee.

ART 3232 Production Design

Prerequisite: ART 1503, ART 3203, and ART 3223.

Course on preparing graphic design pieces for commercial printing. Studio six hours. \$36 art fee.

ART 3243 Web Design

Prerequisite: ART 2213, 3001, and 3203 Introduce basic website planning, content editing and creation using graphic arts techniques.

Screen-based color theory, web design aesthetics, use of graphic editors, and interface design are explored. Studio six hours. \$36 art fee.

ART 3253 Digital Illustration

Prerequisite: ART 2213 and ART 3001.

This course will provide students with advanced conceptual skills in computer illustration and digital imaging. Students will acquire intermediate knowledge in vector and pixel-based drawing formats, digital painting effects, comic art/video game illustration, storyboarding and coloring through the completion of integrated design projects. Studio six hours. \$45 art fee.

ART 3303 Drawing Studio I

Prerequisite: ART 3001 or permission of Department Head.

The application of the theories and techniques of drawing as they relate to the study of composition in finished works of art. Studio six hours. \$45 art fee.

ART 3403 Introduction to Opaque Painting

Prerequisite: ART 1303, ART 1403, ART 2403, ART 3001, or permission of instructor.

The exploration of opaque painting techniques. Traditional oil, acrylic and alkyd will be studied. Studio six hours. \$45 art fee.

ART 3503 Painting Studio I

Prerequisite: ART 3403 or ART 3533 and ART 3001.

A continued study in the opaque or transparent painting techniques. Emphasis will be directed toward the economy of conception and performance in the completion of finished works of art. Studio six hours. \$45 art fee.

ART 3533 Watercolor Painting

Prerequisite: ART 3001 or permission of Department Head.

The exploration of transparent water painting techniques. Studio six hours. \$45 art fee.

ART 3603 Introduction to Ceramics

Prerequisite: ART 3001 or permission of Department Head.

An introduction to ceramics, emphasizing the imaginative design and production of ceramic objects utilizing hand building and wheel throwing techniques. Exposure to the complete ceramic process through the use of demonstrations, slides, and lectures. Studio six hours. \$165 art fee.

ART 3703 Sculpture Studio I

Prerequisite: ART 3073.

A continued study of sculptural techniques introduced in Introduction to Sculpture, allowing for student expansion and specialization on individual conceptions. Studio six hours. \$165 art fee.

ART 3713 Sculpture Studio II

Prerequisite: ART 3703.

A continued study of sculptural techniques introduced in Introduction to Sculpture, allowing for student expansion and specialization on individual conceptions. Studio six hours. \$165 art fee.

ART 3803 Introduction to Printmaking

Prerequisite: ART 3001 or permission of Department Head.

A survey of traditional printmaking techniques will be taught including intaglio, relief, and monotype. Studio six hours. \$165 art fee.

ART 3813 Printmaking Studio I

Prerequisite: ART 3001 and ART 3803.

Printmaking activities introduced in Introduction to Printmaking will be used as a basis for the student to expand and specialize. Students will be expected to develop an individual print series in one or more print techniques. Studio six hours. \$165 art fee.

ART 3833 Animation Techniques

Prerequisite: ART 2213 and ART 3001 or permission of Department Head.

Introduce basic drawing/2D animation, and create movies/cartoons, motion graphics/interactive content using multimedia tools and techniques. Time-based media, animation timing, use of audio-visual editors, and effective storyboard techniques are explored. Studio six hours.

ART 3903 Introduction to Fiber Arts

Prerequisite: ART 3001 or permission of Department Head.

An introduction to fiber arts to include historical and cultural connections, techniques and processes associated with materials studies such as weaving, papermaking, textile design, and mixed media. Studio six hours. \$45 art fee.

ART 4003 Digital Communication Design

Prerequisite: ART 3001.

In this course, students will learn advanced techniques in typography and interactive media design that are used in creating contemporary communications design. Applications for such techniques include both electronic and print formats of magazines, newspapers as well as web integration, advertising and E-publications. Studio six hours. \$45 art fee.

ART 4013 The Business of Art and Design

Prerequisite: ART 3001.

In this course, students will develop a working knowledge of a variety of skills used in contemporary art and design businesses, including creating contracts, submitting copyrights and working with clients. Lecture 3 hours.

ART 4023 Motion Graphics

Prerequisite: ART 3001 This course will allow students to analyze, develop, and execute motion graphics pieces using Adobe After Effects for such purposes as title design, kinetic type, video, and web advertisement.

Studio six hours. \$45 art fee.

ART 4113 Art History, Art After 1945

Prerequisite: ART 2103, ART 2113, and ART 3001.

A study of the artists, movements, and theories of Western art since 1945, with an emphasis on art of the United States.

ART 4163 Advanced Digital Photography

Cross-listed: JOUR 4163.

Prerequisite: JOUR (ART) 1163 or consent of instructor.

Advanced techniques in digital photography are explored to expand the student's understanding of the digital processes as they relate to computer editing, manipulation and printing of digital images. Students will also study current theories of visual communication that relate to the field of digital photography.

ART 4231 Graphic Design Exhibition

Offered: spring.

Co-requisite: ART 4243.

Prerequisite: ART 1503, ART 2213, ART 3001, ART 3203, ART 3223, ART 3232, ART 3243, ART 3253, and ART 4623.

The purpose of the course is to provide the student an opportunity to present their work in a professional manner in a public venue. Studio two hours.

ART 4233 Illustration Studio

Prerequisite: ART 3001 or permission of Department Head.

Application of fine art drawing and painting techniques to illustration problems. Studio six hours. \$36 art fee.

ART 4243 Professional Portfolio Preparation for Graphic Designers

Co-requisite: ART 4231.

Prerequisite: ART 1503, ART 2213, ART 3203, ART 3223, or permission of Department Head.

Review. The purpose of this course is to prepare the student for entry into the professional world through the development of a resume and the presentation of their work. Studio six hours. \$45 art fee.

ART 4313 Drawing Studio II

Prerequisite: ART 3303 and ART 3001.

The further development of advanced drawing concepts and skills. This course will deal with each student on a one to one basis. The student will present a "contract of drawing projects" subject to instructor's approval. Studio six hours. \$45 art fee.

ART 4323 Drawing Studio III

Prerequisite: ART 3001 and ART 3303.

The further development of advanced drawing concepts and skills. This course will deal with each student on a one to one basis. The student will present a "contract of drawing projects" subject to instructor's approval. Studio six hours. \$45 art fee.

ART 4503 Painting Studio II

Prerequisite: ART 3001 and ART 3503.

Advanced study of the opaque/ transparent painting techniques. Emphasis will be theme oriented. Each student must submit to the instructor a "painting contract" which must be approved. Studio six hours. \$45 art fee.

ART 4513 Painting Studio III

Prerequisite: ART 3001 and ART 3503.

Advanced study of the opaque/ transparent painting techniques. Emphasis will be theme oriented. Each student must submit to the instructor a "painting contract" which must be approved. Studio six hours. \$36 art fee.

ART 4603 Ceramics Studio I

Prerequisite: ART 3001 and ART 3603.

A study of advanced techniques and skills. This course will deal with each student on a one to one basis. Each student must submit a "contract of ceramics project" subject to instructor's approval. Studio six hours. \$165 art fee.

ART 4613 Ceramics Studio II

Prerequisite: ART 3001 and ART 3603.

A study of advanced techniques and skills. This course will deal with each student on a one to one basis. Each student must submit a "contract of ceramics project" subject to instructor's approval. Studio six hours. \$165 art fee.

ART 4703 Senior Project and Exhibition

Offered: Spring.

Prerequisite: ART 3001 and Junior Review.

This course is required for all Fine Arts majors, and elective for Graphic Design and Art Education majors. Studio six hours.

ART 4723 Art History Seminar

Prerequisite: ART 2103, ART 2113, and ART 3001.

This course will provide a forum for in-depth examination of a particular artist, movement, theme, or period in art history.

ART 4731 Art or Design Internship

Prerequisite: ART 3001.

A supervised, practical experience providing graphic design majors with professional hands-on training in a position relating to an area within their chosen field of graphic design at a cooperating business.

ART 4732 Art or Design Internship

Prerequisite: ART 3001.

A supervised, practical experience providing graphic design majors with professional hands-on training in a position relating to an area within their chosen field of graphic design at a cooperating business.

ART 4733 Art or Design Internship

Prerequisite: ART 3001.

A supervised, practical experience providing graphic design majors with professional hands-on training in a position relating to an area within their chosen field of graphic design at a cooperating business.

ART 4734 Art or Design Internship

Prerequisite: ART 3001.

A supervised, practical experience providing graphic design majors with professional hands-on training in a position relating to an area within their chosen field of graphic design at a cooperating business.

ART 4735 Art or Design Internship

Prerequisite: ART 3001.

A supervised, practical experience providing graphic design majors with professional hands-on training in a position relating to an area within their chosen field of graphic design at a cooperating business.

ART 4736 Art or Design Internship

Prerequisite: ART 3001.

A supervised, practical experience providing graphic design majors with professional hands-on training in a position relating to an area within their chosen field of graphic design at a cooperating business.

ART 4803 Printmaking Studio II

Prerequisite: ART 3001, ART 3813, and permission of Instructor.

A concentration on printmaking techniques which will develop additional strength and capability in the student. Studio six hours. \$165 art fee.

ART 4813 Printmaking Studio III

Prerequisite: ART 3001, ART 3813, and permission of Instructor.

A concentration on printmaking techniques which will develop additional strength and capability in the student. Studio six hours. \$165 art fee.

ART 4823 Art Criticism and Aesthetics

Prerequisite: 3 hours of Art History or permission of Department Head.

Perspectives on analyzing and interpreting works of art required for art education majors. The course may be used as an art history elective for graphics and fine arts majors.

ART 4833 Advanced Web Design

Prerequisite: ART 3243.

Builds upon the fundamental concepts and skills developed in ART 3243: Web Design. Students will take an in-depth look at website development and strategies. Advanced web editing and scripting techniques will be used to complete projects and build a professional web portfolio. Studio six hours.

ART 4883 Advanced Studio Studies

Prerequisite: Senior Status or permission of Department Head.

Advanced Studio Studies is an advanced studio course with a revolving focus selected by the art faculty to provide research in particular skills, subjects, or trends in art & media. Studio six hours. \$45 art fee.

Note: This course can be repeated for credit if course content differs.

ART 4951 Undergraduate Research in Art

Offered: On demand.

Prerequisite: Departmental approval.

Advanced students carry out independent research activity relating to a significant problem in a major field of study. Supervised by faculty member. Formal report and presentation required. One to four credits depending on problem selected and effort made.

ART 4952 Undergraduate Research in Art

Offered: On demand.

Prerequisite: Departmental approval.

Advanced students carry out independent research activity relating to a significant problem in a major field of study. Supervised by faculty member. Formal report and presentation required. One to four credits depending on problem selected and effort made.

ART 4953 Undergraduate Research in Art

Offered: On demand.

Prerequisite: Departmental approval.

Advanced students carry out independent research activity relating to a significant problem in a major field of study. Supervised by faculty member. Formal report and presentation required. One to four credits depending on problem selected and effort made.

ART 4954 Undergraduate Research in Art

Offered: On demand.

Prerequisite: Departmental approval.

Advanced students carry out independent research activity relating to a significant problem in a major field of study. Supervised by faculty member. Formal report and presentation required. One to four credits depending on problem selected and effort made.

ART 4983 Sound Design Seminar

Cross-listed: MUS 4983.

Prerequisite: GAME 2013 or MUS 2013 and MUS 3723.

Advanced study of synthesis and sampling technologies through state-of-the-art audio technology available at the ATU Media and Audio Labs.

ART 4991 Special Problems in Art

This course requires advance approval by the instructor, department head, and the dean of school. Designed to provide certain advanced students with further concentration in a particular area. Fee may apply.

ART 4992 Special Problems in Art

This course requires advance approval by the instructor, department head, and the dean of school. Designed to provide certain advanced students with further concentration in a particular area. Fee may apply.

ART 4993 Special Problems in Art

This course requires advance approval by the instructor, department head, and the dean of school. Designed to provide certain advanced students with further concentration in a particular area. Fee may apply.

ART 4994 Special Problems in Art

This course requires advance approval by the instructor, department head, and the dean of school. Designed to provide certain advanced students with further concentration in a particular area. Fee may apply.

ART 5723 Art History Seminar

Prerequisite: Graduate standing, permission of instructor.

This course will provide an advanced forum for in depth examination and focus of a particular artist, movement, theme or period in art history. May not be taken for credit after completion of ART 4723 or equivalent.

Note: A student can repeat this course, earning a maximum number of six (6) graduate hours of credit.

ART 6163 Survey of 20th Century Photography

An investigation of the development of photography as a fine art or commercial art form or as a medium for social documentary. Fine art photography is emphasized with the work of significant advertising, commercial, and documentary photographers also included.

ART 6891 Independent Study

Open to graduate students who wish to pursue individual study or investigation of some facet of knowledge which complements the purpose of the University's graduate program. Students will be required to plan their studies and prepare formal written reports of their findings. Note: The selected topic may not constitute any duplication of study leading to the accomplishment of a thesis.

ART 6892 Independent Study

Open to graduate students who wish to pursue individual study or investigation of some facet of knowledge which complements the purpose of the University's graduate program. Students will be required to plan their studies and prepare formal written reports of their findings. Note: The selected topic may not constitute any duplication of study leading to the accomplishment of a thesis.

ART 6893 Independent Study

Open to graduate students who wish to pursue individual study or investigation of some facet of knowledge which complements the purpose of the University's graduate program. Students will be required to plan their studies and prepare formal written reports of their findings. Note: The selected topic may not constitute any duplication of study leading to the accomplishment of a thesis.

ART 6894 Independent Study

Open to graduate students who wish to pursue individual study or investigation of some facet of knowledge which complements the purpose of the University's graduate program. Students will be required to plan their studies and prepare formal written reports of their findings. Note: The selected topic may not constitute any duplication of study leading to the accomplishment of a thesis.

Fine Arts

FAH 1XXX Fine Arts and Humanities Courses

Fine Arts and Humanities ART 2123 Experiencing Art CHIN 1013 Beginning Chinese I CHIN 1023 Beginning Chinese II ENGL 2003 Introduction to World Literature ENGL 2013 Introduction to American Literature ENGL 2023 Honors World Literature ENGL 2173 Introduction to Film ENGL 2183 Honors Introduction to Film FR 1013 Beginning French I FR 1023 Beginning French II GER 1013 Beginning German I GER 1023 Beginning German II JOUR 2173 Introduction to Film JPN 1013 Beginning Japanese I JPN 1023 Beginning Japanese II LAT 1013 Beginning Latin I LAT 1023 Beginning Latin II LEAD 2003 Ethics in Leadership MUS 2003 Introduction to Music PHIL 2003 Introduction to Philosophy PHIL 2043 Honors Introduction to Philosophy PHIL 2053 Introduction to Critical Thinking SPAN 1013 Beginning Spanish I SPAN 1023 Beginning Spanish II TH 2273 Introduction to Theatre

Game & Interactive Media Design

GAME 1003 Intro to Game Development

Offered: Fall.

A practical introduction to game art, design, and coding through the conception, creation, and evaluation of simple digital game(s). \$36 course fee.

GAME 2003 Digital 3-D Foundations

Offered: Spring.

Prerequisite: ART 2213.

A practical introduction to all aspects of 3D development for film and game, including modeling, texturing, animation, rigging, and rendering. \$36 course fee.

GAME 2013 Digital Audio Production

Cross-listed: MUS 2013.

An introduction to digital audio production through lectures, practical assignments, and in-class exercises. Open to students in all majors. \$45 course fee.

GAME 3013 Game Development I

Offered: Fall.

Prerequisite: GAME 1003.

This course is an introduction to the fundamentals of game design and development. \$45 course fee.

GAME 3023 Game Development II

Offered: Spring.

Prerequisite: GAME 2003 and GAME 3013.

This course is a continuation of the fundamentals of game design and development through the design and production of more complex games and utilization of game engines. \$45 course fee.

GAME 4013 Senior Game Project I

Offered: Fall.

Prerequisite: GAME 3023, GAME 4263, and GAME 4633.

Senior Game Project I is the first course of the senior capstone experience of the Game Design Major. Students will work in teams to design and develop their project in preparation for the production phase, simulating the "real world" experience of the game and interactive media industry. \$45 course fee.

GAME 4023 Senior Game Project II

Offered: Spring.

Prerequisite: GAME 4013.

Senior Game Project II is one of two capstone courses in the Game Design and Interactive Media Major. Students develop project-ready assets while working in an environment that simulates the "real world" experience of working in the game and interactive media field. \$45 course fee.

GAME 4263 3D Modeling

Offered: Spring.

Prerequisite: GAME 2003.

This course introduces the fundamentals of object and character creation using 3D modeling software such as Autodesk's Mud Box and Maya. \$45 course fee.

GAME 4633 3D Animation

Offered: Spring.

Prerequisite: GAME 2003.

This course introduces the fundamental 3D theories and principles of computer modeling and animation using software such as Autodesk's Mud Box and Maya. \$45 course fee.

GAME 4803 Game Design Theory

Offered: Fall.

Prerequisite: ART 3001.

This course will serve as an introduction to the interdisciplinary study of commercial videogames as texts, examining their cultural, educational, and social functions in contemporary settings.

GAME 4901 Professional Portfolio

Offered: Spring.

Prerequisite: GAME 4013.

The Game and Interactive Media Design course prepares the student for entry into the professional world through the development of a resume, portfolio, and the presentation of their work.

Faculty Professors

- Neal Harrington (<https://www.atu.edu/art/profiles/nharrington.php>)
- Summer Bruch (<https://www.atu.edu/art/profiles/sbruch.php>)

Associate Professors

- Lyn Brands (<https://www.atu.edu/art/profiles/lbrands.php>)
- Breanna Claire (<https://www.atu.edu/art/profiles/jfisher15.php>)
- Jasmine Greer (<https://www.atu.edu/art/profiles/jgreer5.php>)
- Jessica Mongeon (<https://www.atu.edu/art/profiles/jmongeon.php>)
- Dustin Simpson (<https://www.atu.edu/art/profiles/dsimpson5.php>)

Assistant Professors

- Lynnette Gilbert
- Kris Waid-Jones