

Tyler School of Art

Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
ARCHITECTURE	BSAr	1: Critical Thinking and Representation
		2: Building Practices, Technical Skills, and Know
		3: Integrated Architectural Solutions
		4: Professional Practice
ARCHITECTURE	MARC	Graduates use a diverse range of skills to think about and convey architectural ideas, including writing, investigating, speaking, drawing, and modeling.
		Graduates comprehend and apply the technical aspects of design, systems, and materials within architectural solutions.
		Graduates synthesize a wide range of variables into an integrated design solution.
		Graduates understand the business principles for the practice of architecture, including a professional code of ethics, as well as legal and professional responsibilities.
ART EDUCATION	BSEd	1: Studio Art. The prospective art teacher must be familiar with the basic expressive, technical, procedural and organizational skills, and conceptual insights which can be developed through studio art and design experiences. Instruction should include traditional processes as well as newer technological developments in environmental and functional design fields.
		2: Prospective art teachers must be able to make students emphatically aware of the all-important process of artistic creation from conceptualized image to finished art work.
		3: The prospective art teacher must have an understanding of the major styles and periods of art history, analytical methods, and theories of criticism, an understanding of the development of past and contemporary art forms, an understanding of contending philosophies of art, and an understanding of the fundamental and integral relationships of all these to the making of art.
		4: The student in a Bachelor of Arts program should have an opportunity for advanced work in at least one or more studio and/or art application areas.
		5: The prospective art teacher should have functional knowledge in such areas as the physics of light, chemistry of pigments, the chemical and thermal aspects of shaping materials, and the basic technologies involved in printmaking, photography, filmmaking, and video.
		6: An understanding of child development and the identification and understanding of psychological principles of learning as they relate to art education.
		7: An understanding of the philosophical and social foundation underlying art in education and the ability to express a rationale for personal attitudes and beliefs.
ART EDUCATION	BSEd	8: Ability to assess aptitudes, experiential backgrounds, and interests of individuals and groups of students, and to devise learning experiences to meet assessed needs.
		9: Knowledge of current methods and materials available in all fields and levels of art education.
		10: Basic understanding of the principles and methods of developing curricula and the short- and long-term instructional units that comprise them.
		11: The ability to accept, amend, or reject methods and materials based on personal assessment of specific teaching situations.
		12: An understanding of evaluative techniques and the ability to apply them in assessing both the progress of students and the objectives and procedures of the curriculum.
		13: Ability to organize continuing study and to incorporate knowledge gained into self-evaluation and professional growth. ?

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ART EDUCATION	MED	1: Students must demonstrate advanced understanding in developments in philosophy of education and with contemporary problems in art education.		
		2: Students demonstrate knowledge of technical skills and artistry through studio specific processes and procedures.		
		3: Students must demonstrate understanding of theoretical studies in the field of teaching and the ability to actualize research projects focused in the field of art education.		
		4: Students synthesize information gleaned from course instruction, personal art making, professional literature, fieldwork experiences, supervision and apply information to their specific topic of investigation.		
		5. Explore interconnections between artist/educator/researcher		
ART HISTORY	BA	1: Upon completion of the major, graduates must have the ability to identify works of Western and non-Western art by being able to analyze individual artists/artworks and their styles.		
		2: Upon completion of the major, graduates must be able to explain the relationship between art and its historical framework.		
ART HISTORY	BA	3: Upon completion of the major, graduates must be able to critically evaluate the cultural and ethical contexts of artworks, especially the intersections of ethnicity, race, gender and class..		
		4: Upon completion of the major, graduates must have attained functional understanding of materials used in the creation of art and how the use of these materials relates to the analysis of the artwork.		
		5: Upon completion of the major, graduates must be able to recognize and apply technical vocabulary to describe, analyze, and evaluate artworks and use that language to articulate a basic understanding of the methods of art historical scholarship.		
		6. Upon completion of the major, graduates must be able to write formal analyses of artworks, and critical evaluations of artwork within historical, cultural, and stylistic contexts.		
		7. Upon completion of the major, graduates must be able to read and evaluate sources beyond textbooks, including, but not limited to, scholarly articles, books, and primary sources.		
		8. Upon completion of the major, graduates must be able to complete research, both in primary and secondary sources, for an extended and written research project.		
		ART HISTORY	MA	1: Acquiring a broad general knowledge of the history of art beyond that required for a BA, as well as specialization in a more targeted area, including historical, cultural, stylistic and ethical analysis
				MA (general): Acquiring specialized knowledge of a more targeted geographical/chronological period/methodology of the study of art history; show an ability to contribute original research in an extended research product For FAA track, acquiring specialized knowledge of models of operation, policies and ethics that frame problem-solving and assessment in fine arts institutions
MA (general): Students should have an advanced understanding of the historiography and methodologies of the study of the history of art For the FAA track, Acquiring knowledge of the practices that comprise fine arts administration and the specialized skills and competencies required by them				

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ART HISTORY (CONT'D)	MA (CONT'D)	<p>Research: MA (general): Students will demonstrate the ability to use primary and secondary sources for scholarly products FAA Students will demonstrate familiarity with and ability to interrogate administrative literature, financial assessment practices and fine arts administrative data sources</p> <p>5. Students will demonstrate the ability to write critical evaluations of artwork in their historical, cultural, and stylistic contexts.</p> <p>6. Students will demonstrate the ability to present a body of work to an audience, using digital technology to illustrate the presentation</p>
ART HISTORY	PHD	<p>1: Intellectual awareness and curiosity sufficient to predict continued growth and contribution to the discipline</p> <p>2: Significant professional- level accomplishment in one or more field(s) of study</p> <p>3: A knowledge of analytical techniques sufficient to perform advanced research or analysis or produce scholarly work in one or more fields or specializations</p> <p>4: A knowledge of the historical record of achievement associated with the major field(s) of study</p> <p>5: A knowledge of general bibliographical and information resources in art and/or design</p> <p>6: Considerable depth of knowledge in some aspect of art and/or design, such as an historical period, an aspect of theory, properties and behaviors of materials or systems, psychological inquiry, and educational methodology</p> <p>7: Sufficient writing, speaking, and visual skills to communicate clearly and effectively to members of the scholarly and research communities and the wider community</p> <p>8: Research skills appropriate to the area of study</p> <p>9: Final Project. The final project requirements for the doctorate include a dissertation demonstrating scholarly competence.</p>
ART THERAPY	BA	<p>1. Gain a broad liberal arts background in the fine arts and psychology</p> <p>2. Be prepared for graduate work in art therapy</p> <p>3. Acquire basic knowledge of and skills in usage of visual art (drawing, painting, sculpture, and other art forms) and the creative process,</p> <p>4. Acquire basic knowledge/skills of theories and techniques of human development and psychology</p> <p>5. Gain tools and techniques to use art modalities with adults and children in a variety of settings</p> <p>6. Observe and encourage art-making as a transformational process</p> <p>7. Understand transferable skills and the job possibilities</p>
ARTS IN COMMUNITY	CERT	<p>Students are knowledgeable about the field of Community Arts Practices - its history, the range of practices, key practitioners and signature works, ethics, and Philadelphia community arts organizations</p> <p>Students are able to identify their own communities of origin and how they have been affected by issues of language, country of origin and immigration, region and migration race, ethnicity sex, and class in these communities.</p> <p>Students are able to critically reflect on the impact of their communities of origin on their current lives and art practice - verbally, in writing, and through art media.</p> <p>Students are able to identify key issues in contemporary society that are most important to them, and to identify community arts practitioners who are working on those issues. They are able to reflect on their own positionally in relation to race, class, sex, and other significant identity factors.</p>

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ARTS IN COMMUNITY (CONT'D)	CERT (CONT'D)	Students are able to interact with community leaders, residents and arts practitioners in a professional and self-aware manner. They are able to initiate and coordinate site visits, meetings and , informational interviews,and volunteer activities, in the building of relationships.
		Students are able to conduct visual and ethnographic research on particular communities as a basis for collaborating in the creation of community-based art works and events. They are able to identify key issues in the communities in which they are working, and to reflect on their own biases in relation to these communities.
		Students are able to collaborate with other students and with community residents in the creation of collaborative community-based art works and arts-based educational workshops.
		Students are able to participate as interns in community organizations and projects and with community arts practitioners. Students can create internship contracts with site supervisors, follow through with project assignments, communicate with supervisors in a thoughtful and professional manner
		Students are able to evaluate the effects of the artworks and educational workshops on themselves and those they work with, in consultation with participating community leaders, residents and artists.
		Students are able to document the process and the products of their community collaborations based on story circles, written responses and other action research processes.
		No recent graduates have completed this program.
		Students are able to collaborate with other students and with community residents in the creation of collaborative community-based art works and arts-based educational workshops.
		Students are able to critically reflect on the impact of their communities of origin on their current lives and art practice - verbally, in writing, and through art media
		Students are able to document the process and the products of their community collaborations based on story circles, written responses and other action research processes
		Students are able to evaluate the effects of the artworks and educational workshops on themselves and those they work with, in consultation with participating community leaders, residents and artists
		Students are able to identify key issues in contemporary society that are most important to them, and to identify community arts practitioners who are working on those issues. They are able to reflect on their own positionality in relation to race, class, sex, and other significant identity factors
		Students are knowledgeable about the field of Community Arts Practices - its history, the range of practices, key practitioners and signature works, ethics, and Philadelphia community arts organizations.
		Students are able to participate as interns in community organizations and projects and with community arts practitioners. Students can create internship contracts with site supervisors, follow through with project assignments, communicate with supervisors in a thoughtful and professional manner.

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Program Description	Program Degree	Student Learning Outcomes
ARTS IN COMMUNITY (CONT'D)	CERT (CONT'D)	Students are able to interact with community leaders, residents and arts practitioners in a professional and self aware manner. They are able to initiate and coordinate site visits, meetings and , informational interviews, and volunteer activities, in the building of relationships.
		Students are able to identify their own communities of origin and how they have been affected by issues of language, country of origin and immigration, region and migration race,ethnicity sex, and class in these communities.
		Students are able to conduct visual and ethnographic research on particular communities as a basis for collaborating in the creation of community-based art works and events. They are able to identify key issues in the communities in which they are working, and to reflect on their own biases in relation to these communities
BFA with Art Education Conc	BFA	1: The prospective art teacher must be familiar with the basic expressive, technical, procedural and organizational skills, and conceptual insights which can be developed through studio art and design experiences. Instruction should include traditional processes as well as newer technological developments in environmental and functional design fields.
		2: Prospective art teachers must be able to make students emphatically aware of the all-important process of artistic creation from conceptualized image to finished art work.
		3: Art/Design History, Theory, and Criticism. Through comprehensive courses in the history of art/design, students must learn to analyze works of art/design perceptively and to evaluate them critically, develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis, acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.
		4: The student in a Bachelor of Fine Arts/Bachelor of Arts program should have an opportunity for advanced work in at least one or more studio and/or art application areas.
		5: The prospective art teacher should have functional knowledge in such areas as the physics of light, chemistry of pigments, the chemical and thermal aspects of shaping materials, and the basic technologies involved in printmaking, photography, filmmaking, and video.
		6: An understanding of child development and the identification and understanding of psychological principles of learning as they relate to art education.
		7: An understanding of the philosophical and social foundation underlying art in education and the ability to express a rationale for personal attitudes and beliefs.
		8: Ability to assess aptitudes, experiential backgrounds, and interests of individuals and groups of students, and to devise learning experiences to meet assessed needs.
		9: Knowledge of current methods and materials available in all fields and levels of art education.
		10: Basic understanding of the principles and methods of developing curricula and the short- and long-term instructional units that comprise them.
		11: The ability to accept, amend, or reject methods and materials based on personal assessment of specific teaching situations.
		12: An understanding of evaluative techniques and the ability to apply them in assessing both the progress of students and the objectives and procedures of the curriculum.
		13: Ability to organize continuing study and to incorporate knowledge gained into self-evaluation and professional growth.

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BFA with Art Education Conc (CONT'D)	BFA (CONT'D)	14: Results: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		15: Results: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		16: Results: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
CERAMICS	BFA	Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
CERAMICS	BFA	Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		Understanding of basic design principles, particularly as related to ceramics. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.
		Knowledge and skills in the use of basic tools, techniques, and processes sufficient to produce work from concept to finished object. This includes knowledge of raw materials and technical procedures such as clays, glazes, and firing.
		Understanding of the industrial applications of ceramics techniques.
		Understanding of the place of ceramics within the history of art, design, and culture.
		Functional knowledge of basic business practices.
		Preparation of clay bodies and glazes, kiln stacking procedures, and firing processes.
		Completion of a final project related to the exhibition of original work is required.
		CERAMICS WITH ENTREPRENEURIAL STUDIES
		Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization

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CERAMICS WITH ENTREPRENEURIAL STUDIES (CONT'D)	BFA (CONT'D)	<p>Understanding of basic design principles, particularly as related to ceramics. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.</p>
		<p>Knowledge and skills in the use of basic tools, techniques, and processes sufficient to produce work from concept to finished object. This includes knowledge of raw materials and technical procedures such as clays, glazes, and firing.</p> <p>Understanding of the industrial applications of ceramics techniques.</p> <p>Understanding of the place of ceramics within the history of art, design, and culture.</p> <p>Functional knowledge of basic business practices.</p> <p>Preparation of clay bodies and glazes, kiln stacking procedures, and firing processes.</p> <p>Completion of a final project related to the exhibition of original work is required.</p> <p>Prepares students to utilize key elements of entrepreneurship in their respective studio discipline</p>
CERAMICS/GLASS	BFA	<p>1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.</p> <p>2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.</p> <p>3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.</p> <p>4: Understanding of basic design principles, particularly as related to ceramics. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.</p> <p>5: Knowledge and skills in the use of basic tools, techniques, and processes sufficient to produce work from concept to finished object. This includes knowledge of raw materials and technical procedures such as clays, glazes, and firing.</p> <p>6: Understanding of the industrial applications of ceramics techniques.</p> <p>7: Understanding of the place of ceramics within the history of art, design, and culture.</p> <p>8: Functional knowledge of basic business practices.</p> <p>9: Preparation of clay bodies and glazes, kiln stacking procedures, and firing processes.</p> <p>10: Completion of a final project related to the exhibition of original work is required.</p>
CERAMICS/GLASS	MFA	<p>1: Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work.</p> <p>2: A breadth of understanding in art and/or design and/or appropriate related disciplines, and the ability to think independently, to integrate, and to synthesize information associated with practice in an area of specialization.</p> <p>3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).</p>

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CERAMICS/GLASS (CONT'D)	MFA (CONT'D)	4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: The MFA candidate is required to present a final body of work showing professional competence in studio art or design. While such presentation may be supported by a written document, such a document in itself may not constitute the final body of work.
CITY & REGIONAL PLANNING	MS	Be prepared for professional planning practice and career advancement in the public, private, or non-profit sectors.
		Have strong analytical skills and the capacity to apply them in understanding American communities with respect to their social, economic, and physical conditions, the problems they face, and the opportunities they can build upon.
		Have strong interpersonal and communication skills and know how to apply them to define, develop, and implement planning goals.
		Understand the political, social, environmental and economic dynamics of American communities.
		Understand the unique values, roles and responsibilities of the planning profession with particular emphasis on considerations of the environment, equity and economy as framed by the concept of sustainability.
		Have a skill set and knowledge appropriate to specialization within the field of planning.
COMMUNITY DEVELOPMENT	BS	1: Understand the theory and principles that guide community development practice.
		2: Use quantitative and qualitative information to identify issues, reveal sustainable alternatives and inform community development strategies.
		3: Identify, organize, and mobilize resources for action and for development of meaningful and effective programs.
		4: Work with a range of stakeholders engaged in the field of community development including financial institutions, government agencies, private organizations, and community leaders.
CREATIVE ENTREPRENEURSHIP	CERT	1. Prepares students to utilize key elements of entrepreneurship in their respective arts discipline
		NEW PROGRAM
ENVIRONMENTAL SUSTAINABILITY	CERT	1: Provides students with the basic knowledge needed to evaluate environmental programs and to draw ecologically- and economically sound connections between environmental needs, policy issues, and current research.
FACILITIES MANAGEMENT	BS	Graduates understand the history, practice and profession of facilities management.
		Graduates can plan and manage projects.
		Graduates can manage building systems, facility operations, occupant services and maintenance operations
		Graduates apply assessment, management and leadership principles of facility organizations and their stakeholders.
		Graduates apply financial management tools to the Facility program and organization.
		6: Graduates apply human factor principles to the facility operation and stakeholders
		Graduates are effective communicators

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FIBERS & MATERIAL STUDIES WITH ENTREPRENEURSHIP	BFA	<p>Prepares students to utilize key elements of entrepreneurship in their respective studio discipline.</p> <p>1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.</p> <p>2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.</p> <p>3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and lay persons related to to practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.</p> <p>4: Understanding of basic design principles, particularly as related to fibers. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.</p> <p>5: An understanding of the possibilities and limitations of materials and processes.</p> <p>6: Knowledge and skills in the use of basic tools, techniques, and processes sufficient to produce work from concept to finished object. This includes knowledge of various fibers and fabrics, and technical procedures in weaving and printing.</p> <p>7: Understanding of industrial applications of weaving/fiber techniques.</p> <p>8: Understanding of the place of weaving/fibers in the history of art and culture.</p> <p>9: Functional knowledge of basic business practices</p> <p>10: Experience with various weaving techniques and printing processes, including the most current technical advances.</p> <p>11: Completion of a final project related to the exhibition of original work, as well as opportunities to submit to exhibitions, galleries, and retail outlets</p>
FIBERS AND MATERIALS STUDIES	BFA	<p>1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.</p> <p>2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A seniorproject or final presentation in the major area is required.</p> <p>3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and lay persons related to to practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.</p> <p>4: Understanding of basic design principles, particularly as related to fibers. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.</p> <p>5: An understanding of the possibilities and limitations of materials and processes.</p> <p>6: Knowledge and skills in the use of basic tools, techniques, and processes sufficient to produce work from concept to finished object. This includes knowledge of various fibers and fabrics, and technical procedures in weaving and printing.</p>

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FIBERS AND MATERIALS STUDIES (CONT'D)	BFA (CONT'D)	7: Understanding of industrial applications of weaving/fiber techniques.
		8: Understanding of the place of weaving/fibers in the history of art and culture.
		9: Functional knowledge of basic business practices
		10: Experience with various weaving techniques and printing processes, including the most current technical advances.
		11: Completion of a final project related to the exhibition of original work, as well as opportunities to submit to exhibitions, galleries, and retail outlets
		3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and lay persons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
FIBERS AND MATERIALS STUDIES	MFA	1: Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work.
		2: A breadth of understanding in art and/or design and/or appropriate related disciplines, and the ability to think independently, to integrate, and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: The MFA candidate is required to present a final body of work showing professional competence in studio art or design. While such presentation may be supported by a written document, such a document in itself may not constitute the final body of work.
Foundation Year (all BFA programs)	BFA	1: 1. Studio work: Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.
		2: 2. Studio work: Present work that demonstrates perceptual acuity, conceptual understanding, and technical facility at a professional entry level in their chosen field(s).
		3: 3. Studio work: Become familiar with the historical achievements, current major issues, processes, and directions of their field(s).
		4: 4. Studio work: Be afforded opportunities to exhibit their work and to experience and participate in critiques and discussions of their work and the work of others.
		5: 5. Art/Design History, Theory, and Criticism: Learn to analyze works of art/design perceptively and to evaluate them critically.
		6: 6. Art/Design History, Theory, and Criticism: Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis.
		7: 7. Art/Design History, Theory, and Criticism: Acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.
		8: 8. Technology: Students must acquire a working knowledge of technologies and equipment applicable to their area(s) of specialization.

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GLASS	BFA	Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		Understanding of basic design principles, particularly as related to ceramics. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.
		Knowledge and skills in the use of basic tools, techniques, and processes sufficient to develop a work from concept to finished object. This includes knowledge of raw materials and competency with technical procedures. The design and fabrication of specialized glassworking tools and equipment should be included.
		Basic understanding of the industrial applications of glassworking techniques.
		Understanding of the place of glassworking in the history of art, design and culture.
		Functional knowledge of basic business practices.
		Technical studies that include such areas as glass composition, coloring, mold preparation, casting, surface decoration, sand blasting, grinding, and polishing.
		Completion of a final project related to the exhibition of original work is required.
GLASS WITH ENTREPRENEURIAL STUDIES	BFA	Prepares students to utilize key elements of entrepreneurship in their respective studio discipline.
		Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		Completion of a final project related to the exhibition of original work is required
		Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		Understanding of basic design principles, particularly as related to ceramics. Advanced work in three dimensional design. The development of solutions to design problems should continue throughout the degree program.
Knowledge and skills in the use of basic tools, techniques, and processes sufficient to develop a work from concept to finished object. This includes knowledge of raw materials and competency with technical procedures. The design and fabrication of specialized glassworking tools and equipment should be included.		

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GLASS WITH ENTREPRENEURIAL STUDIES (CONT'D)	BFA (CONT'D)	Basic understanding of the industrial applications of glassworking techniques.
		Understanding of the place of glassworking in the history of art, design and culture.
		Functional knowledge of basic business practices.
		Technical studies that include such areas as glass composition, coloring, mold preparation, casting, surface decoration, sand blasting, grinding, and polishing. new program
GRAPHIC & INTERACTIVE DESIGN	BFA	1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project and final presentation in the major area is required.
		3: Students must have the ability to form and defend value judgments about art, design & technology and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		4: The ability to solve communication problems, including the skills of problem identification, research and information gathering, analysis, generation of alternative solutions, prototyping and user testing, and evaluation of outcomes.
		5: The ability to describe and respond to the audiences and contexts which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions.
		6: The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composition, information hierarchy, symbolic representation, typography, technological immersion and integration, aesthetics, and the construction of meaningful images.
		7: An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools and technologies include, but are not limited to, drawing, offset printing, photography, and time-based and interactive media (film, video, computer multimedia).
		8: An understanding of design history, theory, and criticism from a variety of perspectives, including those of art history, linguistics, communication and information theory, technology, and the social and cultural use of design objects.
		9: An understanding of fundamental business practices, including the ability to organize design projects and to work productively as a member of teams.
		10: For graphic design programs with a special emphasis in time-based or interactive media, design experiences should include storyboarding, computer scripting, sound-editing, and issues related to interface design, as well as the formal and technical aspects of design and production for digital media.
GRAPHIC & INTERACTIVE DESIGN	MFA	1: Studio practice
		2: Academic studies concerned with visual media such as history, theory, critical analysis, aesthetics, and related humanities and social sciences.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
GRAPHIC & INTERACTIVE DESIGN (CONT'D)	MFA (CONT'D)	3: Work in both studio and academic studies that fosters abilities to integrate knowledge and skills in art and design, and to make connections and integrations with other fields appropriate to the individual's program of study.
GRAPHIC & INTERACTIVE DESIGN WITH ENTREPRENEURIAL STUDIES	BFA	Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work
		Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization
		The ability to solve communication problems, including the skills of problem identification, research and information gathering, analysis, generation of alternative solutions, prototyping and user testing, and evaluation of outcomes.
		The ability to describe and respond to the audiences and contexts which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions.
		The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composition, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful images
		An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools and technologies include, but are not limited to, drawing, offset printing, photography, and time-based and interactive media (film, video, computer multimedia).
		An understanding of design history, theory, and criticism from a variety of perspectives, including those of art history, linguistics, communication and information theory, technology, and the social and cultural use of design objects.
		An understanding of basic business practices, including the ability to organize design projects and to work productively as a member of teams
		For graphic design programs with a special emphasis in time-based or interactive media, design experiences should include storyboarding, computer scripting, sound-editing, and issues related to interface design, as well as the formal and technical aspects of design and production for digital media.
		Prepares students to utilize key elements of entrepreneurship in their respective studio discipline. new program
		HISTORIC PRESERVATION
Graduates understand and apply principles of constructibility and environmental stewardship.		
Graduates understand the theoretical and applied research methodologies used in preservation practice.		
Graduates understand a professional code of ethics, as well as legal and professional responsibilities.		

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
HISTORIC PRESERVATION	CERT	Graduates use a diverse range of skills to think about and convey ideas, including writing, investigating, speaking, and drawing.
		Graduates understand and apply principles of constructibility and environmental stewardship.
		Graduates understand the theoretical and applied research methodologies used in preservation practice.
		Graduates understand a professional code of ethics, as well as legal and professional responsibilities.
HORTICULTURAL THERAPY	CERT	Garden Design principles and practice for Special Needs Populations
		The history of the horticultural therapy
		Documentation, Evaluation, and Assessment for HT Programming
HORTICULTURE	AS	1: Develop Plant Identification Skills
		2: Develop Plant Protection Skills
		3: Knowledge of Basic Plant Care and Maintenance Skills
HORTICULTURE	BS	1: Acquire Plant Identification Skills
		2: Learn Plant Protection Skills
		3: Acquire Knowledge of Basic Plant Care and Maintenance Skills
		4: Develop Verbal and Professional Presentation Skills
		5: Develop Professional Horticulture Writing Skills
		6: Learn Plant Physiological Mechanisms & Basic Scientific Experimentation
LANDSCAPE ARCHITECTURE	BS	1: Develop critical thinking and advanced design skills
		2: Acquire digital and hand-drawing presentation skills
		3: Acquire effective oral presentation skills
		4: Develop effective written communication skills
		5: Develop plant knowledge and planting design skills
		6: Develop technical competence
LANDSCAPE ARCHITECTURE	MLAR	1: Acquire knowledge of research methods
		2: Develop synthesizing skills, integrating all previous course work
		3: Develop effective digital and hand drawn graphic skills.
		4: Develop effective written skills
		5: Develop effective oral communications skills.
		6: Acquire technical skills related to grading, materials and ecological restoration.
		7: Demonstrate knowledge to identify the constituents and assess the health of native plant communities and ecosystems.
		8: Develop civic engagement skills.
LANDSCAPE PLANTS	CERT	1: Obtain woody plant ID skills
		2: Obtain herbaceous plant ID skills
		3: Knowledge of basic plant and maintenance skills
		4: Develop professional presentation skills
METALS/JEWELRY/CAD-CAM WITH ENTREPRENEURSHIP	BFA	1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		10: Basic understanding of end-user psychology, human form and function, and user interface.
		11: Experience in casting, chasing, raising, enameling, and other metalworking processes should be included.
		12: Completion of a final project related to the exhibition of original work.
		2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
METALS/JEWELRY/CAD-CAM WITH ENTREPRENEURSHIP (CONT'D)	BFA (CONT'D)	<p>3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.</p> <p>4: Understanding of basic design principles, emphasizing both two- and three-dimensional design. The development of solutions to design problems should continue throughout the degree program.</p> <p>5: An understanding of the possibilities and limitations of materials used in the fabrication process.</p> <p>6: Knowledge and skills in the use of tools, techniques, and processes, including their roles in the production of work from concept to finished object. This includes knowledge of the aesthetic use of raw materials as well as technical benchworking procedures for the direct fabrication of pieces.</p> <p>7: Competence in designing and executing jewelry and metalwork using a variety of metals and other materials.</p> <p>8: Understanding of the place of jewelry and fine metalworking in the history of art, design, and culture.</p> <p>9: Functional knowledge of basic business practices.</p> <p>Prepares students to utilize key elements of entrepreneurship in their respective studio discipline.</p> <p>new program.</p>
METALS/JEWELRY/COMPUTER-AIDED DESIGN- COMPUTER-AIDED MANUFACTURING (CAD-CAM)	BFA	<p>1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.</p> <p>2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.</p> <p>3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.</p> <p>4: Understanding of basic design principles, emphasizing both two- and three-dimensional design. The development of solutions to design problems should continue throughout the degree program.</p> <p>5: An understanding of the possibilities and limitations of materials used in the fabrication process.</p> <p>6: Knowledge and skills in the use of tools, techniques, and processes, including their roles in the production of work from concept to finished object. This includes knowledge of the aesthetic use of raw materials as well as technical benchworking procedures for the direct fabrication of pieces.</p> <p>7: Competence in designing and executing jewelry and metalwork using a variety of metals and other materials.</p> <p>8: Understanding of the place of jewelry and fine metalworking in the history of art, design, and culture.</p> <p>9: Functional knowledge of basic business practices.</p> <p>10: Basic understanding of end-user psychology, human form and function, and user interface.</p> <p>11: Experience in casting, chasing, raising, enameling, and other metalworking processes should be included.</p> <p>12: Completion of a final project related to the exhibition of original work.</p>

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
METALS/JEWELRY/COMPUTER-AIDED DESIGN- COMPUTER-AIDED MANUFACTURING (CAD-CAM)	MFA	1: Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work.
		2: A breadth of understanding in art and/or design and/or appropriate related disciplines, and the ability to think independently, to integrate, and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: The MFA candidate is required to present a final body of work showing professional competence in studio art or design. While such presentation may be supported by a written document, such a document in itself may not constitute the final body of work.
NATIVE PERENNIAL GARDEN DESIGN	CERT	1: Develop herbaceous plant ID skills
		2: Acquire knowledge of basic plants and maintenance skills
		3: Develop design skills
		4: Develop oral graphic communication skills
PAINTING	BFA	1: Understanding of basic design principle, concepts, media, and formats. The ability to place organization of design elements and the effective use of drawing and painting media at the service of producing a specific aesthetic intent and a conceptual position. The development of solutions to aesthetic and design problems should continue throughout the degree program.
		2: Understanding of the possibilities and limitations of the drawing and painting medium.
		3: Knowledge and skills in the use of basic tools and techniques sufficient to work from concept to finished product. This includes mastery of the traditional technical and conceptual approaches to drawing and painting.
		4: Functional knowledge of the history of drawing and painting.
		5: Extensive exploration of the many possibilities for innovative imagery and the manipulation of the techniques available to the artist.
		6: The completion of a final project related to the exhibition of original work.
		7: Understanding of basic principles of design and color, concepts, media, and formats, and the ability to apply them to a specific aesthetic intent. This includes functional knowledge of the traditions, conventions, and evolutions of the discipline as related to issues of representation, illusion, and meaning. The development of solutions to aesthetic and design problems should continue throughout the degree program.
		8: Ability to synthesize the use of drawing, painting, two-dimensional design, and color. These abilities are developed by beginning with basic studies and continuing throughout the degree program toward the development of more advanced capabilities.
		9: Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product, including knowledge of paints and surfaces.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
PAINTING (CONT'D) PAINTING	BFA (CONT'D)	10: Exploration of the expressive possibilities of various media, and the diverse conceptual modes available to the painter. This may deal with direct painting from nature or with the alternative approaches to the making of traditional or innovative two- and at times, three-dimensional images.
	MFA	Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work
		2: a breadth of understanding in art and /or design and/or appropriate related disciplines, and the ability to think independently, to integrate and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: Studio Practice
		8: Academic studies concerned with visual media such as history, theory, critical analysis, aesthetics, and related humanities and social sciences.
		9: Work in both studio and academic studies that fosters abilities to integrate knowledge and skills in art and design and to make connections and integrations with other fields appropriate to the individual's program of study.
PAINTING WITH ENTREPRENEURIAL STUDIES	BFA	Prepares students to utilize key elements of entrepreneurship in their respective studio discipline.
		Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work
		2: a breadth of understanding in art and /or design and/or appropriate related disciplines, and the ability to think independently, to integrate and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: Studio Practice
		8: Academic studies concerned with visual media such as history, theory, critical analysis, aesthetics, and related humanities and social sciences.
		9: Work in both studio and academic studies that fosters abilities to integrate knowledge and skills in art and design and to make connections and integrations with other fields appropriate to the individual's program of study.
	new program	

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
PHOTOGRAPHY	BFA	1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		4: Understanding of the visual forms and their aesthetic functions, and basic photographic principles. Development continues throughout the degree program, with attention to such areas as form, color, and lighting.
		5: Knowledge and skills in the use of basic tools, techniques, technologies, and processes sufficient to work from concept to finished product. This involves a mastery of the materials, equipment, and processes of the discipline, including but not limited to uses of cameras, film, lighting/digital technologies, processing in black and white, and color, printing, and work with non-silver materials. Work in these areas continues throughout the degree program.
		6: An understanding of the industrial and commercial applications of photographic techniques.
		7: Functional knowledge of photographic history and theory, the relationship of photography to the visual disciplines, and its influence on culture.
		8: Work in experimental and manipulative techniques, candid and contrived imagery, documentary photography, archival processing, and interpretive studies should be included.
PHOTOGRAPHY	MFA	1: Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work.
		2: A breadth of understanding in art and/or design and/or appropriate related disciplines, and the ability to think independently, to integrate, and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: The MFA candidate is required to present a final body of work showing professional competence in studio art or design. While such presentation may be supported by a written document, such a document in itself may not constitute the final body of work.
PHOTOGRAPHY WITH ENTREPRENEURIAL STUDIES	BFA	Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
PHOTOGRAPHY WITH ENTREPRENEURIAL STUDIES (CONT'D)	BFA (CONT'D)	Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization
		Understanding of the visual forms and their aesthetic functions, and basic design principles. Development continues throughout the degree program, with attention to such areas as design, color, and lighting.
		Knowledge and skills in the use of basic tools, techniques, technologies, and processes sufficient to work from concept to finished product. This involves a mastery of the materials, equipment, and processes of the discipline, including but not limited to uses of cameras, film, lighting/digital technologies, processing in black and white, and color, printing, and work with non-silver materials. Work in these areas continues throughout the degree program.
		An understanding of the industrial and commercial applications of photographic techniques
		Functional knowledge of photographic history and theory, the relationship of photography to the visual disciplines, and its influence on culture
		Work in experimental and manipulative techniques, candid and contrived imagery, documentary photography, archival processing, and interpretive studies should be included
		Prepares students to utilize key elements of entrepreneurship in their respective studio discipline. new program
PRINTMAKING	BFA	1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		2: Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		3: Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		4: Understanding of basic design principles, concepts, media, and formats. The development of solutions to aesthetic and design problems should continue throughout the degree program.
		5: Advanced abilities in drawing as related to various printmaking techniques.
		6: Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product. This includes knowledge of basic materials and technical procedures such as intaglio, relief, lithography, silkscreen, and digital processes.
		7: Mastery of at least one printmaking technique, including the ability both to experiment with technical innovation and to explore and develop personal concepts and imagery.
		8: Functional knowledge of the history of printmaking.
		9: The preparation of prints using all basic printmaking techniques with opportunities to work at an advanced level with one or more of these techniques.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
PRINTMAKING	MFA	1: Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work.
		2: A breadth of understanding in art and/or design and/or appropriate related disciplines, and the ability to think independently, to integrate, and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: The MFA candidate is required to present a final body of work showing professional competence in studio art or design. While such presentation may be supported by a written document, such a document in itself may not constitute the final body of work.
PRINTMAKING WITH ENTREPRENEURIAL STUDIES	BFA	Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization
		Understanding of basic design principles, concepts, media, and formats. The development of solutions to aesthetic and design problems should continue throughout the degree program
		Advanced abilities in drawing as related to various printmaking techniques
		Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product. This includes knowledge of basic materials and technical procedures such as intaglio, relief, lithography, silkscreen, and digital processes
		Mastery of at least one printmaking technique, including the ability both to experiment with technical innovation and to explore and develop personal concepts and imagery
		Functional knowledge of the history of printmaking.
		The preparation of prints using all basic printmaking techniques with opportunities to work at an advanced level with one or more of these techniques
		Prepares students to utilize key elements of entrepreneurship in their respective studio discipline.
		new program

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
SCULPTURE	BFA	1: 1. Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
		2: 2. Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		3: 3. Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		4: 4. Understanding of basic design principles with an emphasis on three-dimensional design, and the ability to apply these principles to a specific aesthetic intent. This includes functional knowledge of the traditions, conceptual modes, and evolutions of the discipline. The development of solutions to aesthetic and design problems should continue throughout the degree program.
		5: Advanced abilities in drawing sufficient to support work in sculpture.
		6: Understanding of the possibilities and limitations of various materials.
		7: 7. Knowledge and skills in the use of basic tools, techniques, and processes to work from concept to finished product
		8: 8. Mastery in one or more sculptural media
		9: 9. Functional knowledge of the history and theory of sculpture
		10: 10. The preparation of sculpture using the broadest possible range of techniques and concepts.
SCULPTURE	MFA	1: Advanced professional competence in some aspect of studio art or design as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work
		2: a breadth of understanding in art and /or design and/or appropriate related disciplines, and the ability to think independently, to integrate and to synthesize information associated with practice in an area of specialization.
		3: Awareness of current issues and developments that are influencing the principal field(s) of study, and the basic ability and clear potential to contribute to the expansion and evolution of these field(s).
		4: Writing and speaking skills to communicate clearly and effectively to the art and/or design communities, the public, and in formal or informal teaching situations.
		5: Advanced capabilities with technologies utilized in the creation, dissemination, documentation, and preservation of work in the field(s) or area(s) of specialization.
		6: A basic knowledge of bibliographic or information resources associated with work and analysis in the major field(s) of study.
		7: Studio Practice
		8: Academic studies concerned with visual media such as history, theory, critical analysis, aesthetics, and related humanities and social sciences.
		9: Work in both studio and academic studies that fosters abilities to integrate knowledge and skills in art and design and to make connections and integrations with other fields appropriate to the individual's program of study.
SCULPTURE WITH ENTREPRENEURIAL STUDIES	BFA	1: Students must demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
SCULPTURE WITH ENTREPRENEURIAL STUDIES (CONT'D)	BFA (CONT'D)	2. Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or final presentation in the major area is required.
		3. Students must have the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. They are able to work collaboratively as appropriate to the area(s) of specialization.
		4. Understanding of basic design principles with an emphasis on three-dimensional design, and the ability to apply these principles to a specific aesthetic intent. This includes functional knowledge of the traditions, conceptual modes, and evolutions of the discipline. The development of solutions to aesthetic and design problems should continue throughout the degree program.
		5: Advanced abilities in drawing sufficient to support work in sculpture.
		6: Understanding of the possibilities and limitations of various materials.
		7. Knowledge and skills in the use of basic tools, techniques, and processes to work from concept to finished product
		8. Mastery in one or more sculptural media
		9. Functional knowledge of the history and theory of sculpture
		10. The preparation of sculpture using the broadest possible range of techniques and concepts.
		Prepares students to utilize key elements of entrepreneurship in their respective studio discipline new program
SUSTAINABLE COMMUNITY PLANNING	GRAD	1: Gain knowledge of the historical evolution of the concept of sustainable development and its multiple definitions.
		2: Understand the discourse of theory and practice of sustainable development at the local, regional and global level.
		3: Be able to develop indicators to monitor and evaluate the sustainability of site, community and regional actions, plans and designs.
		4: Recognize models of sustainability and know how to use such models to inform their professional practice.
		5: Understand how to incorporate sustainability principles into planning practice to address the interrelationships between social, economic and environmental factors
		6: Have improved research, writing, and communication skills.
SUSTAINABLE FOOD SYSTEMS	CERT	1: Understand the implication of a global and industrialized food system on the environment, health, and issues of equity.
		2: Develop an awareness of the origin, quality, and impact of personal food choices.
		3: Understand the basis of the emerging interest in food systems in local and regional planning efforts.
		4: Have direct experience in food production using a variety of techniques.
		5: Appreciate the range of regional and U.S. initiatives that are seeking to transform the production and consumption of food.
TRANSPORTATION PLANNING	GRAD	1: Know the history and evolution of transportation systems and methods of transportation planning in the United States, the social, political, technological, and economic contexts of the American transportation planning system, and the key legislation at federal and state levels that affect transportation planning in Pennsylvania.
		2: Know the methods and processes involved in planning transportation infrastructure improvements and in setting policies for managing multi-modal transportation systems.

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Academic Program Student Learning Outcomes

Program Description	Program Degree	Student Learning Outcomes
TRANSPORTATION PLANNING (CONT'D)	GRAD (CONT'D)	3: Understand the impact of past transportation decisions on Americans'™ mobility, accessibility, travel demand, and modal choices and be capable of analyzing the roles of funding systems and public participation requirements on the decision-making process and outcomes.
		4: Understand the relationships between transportation systems, travel behavior, and land uses and the economic and social theories that explain these relationships.
		6: Have improved research, writing, and communication skills.
VISUAL STUDIES	BA	1: A developed visual sensitivity
		2: The technical skills, perceptual development, and understanding of principles of visual organization sufficient to achieve basic visual communication and expression in one or more media.
		3: Ability to make workable connections between concept and media
		4: Some familiarity with the works and intentions of major artists/designers and movements of the past and the present, both in Western and non-Western worlds.
		5: Students should understand the nature of contemporary thinking on art and design, and have gained at least a rudimentary discernment of quality in design projects and works of art.