

Art, BA

The Bachelor of Arts is a studio-based fine art program that offers an investigation into visual studies and various cultures, giving students a way of developing their own vision of creative practice as well as an understanding of the relationship between form and meaning. To achieve this level of consciousness around arts practice, students are offered a balance between studio courses in drawing/painting and digital media with visual studies courses that focus on the historical, theoretical, and critical interpretation of visual art. This exploration of art methods creates a more visually and conceptually astute student through making. Students' education, experience, and training in understanding creative practices takes full advantage of the remarkable scope of the College of Arts, Media and Design. Some courses in this program are offered in locations abroad including Iceland, Ireland, Japan, and Galapagos, where students have an intensive and immersive creative experience during five-week summer sessions.

The Concentration in Art History and Visual Studies examines both the production and public reception of art across regions, contexts, periods, and media, foregrounding arts' status as both a material artifact and an act of social communication. Courses reflect the active research profiles and professional experience of its distinguished faculty who all prioritize accessibility, collaboration, and cutting-edge research. Lectures and seminars take advantage of Northeastern University's proximity to area museums and cultural centers—including the Institute of Contemporary Art and the Museum of Fine Arts—and campus facilities and initiatives such as Gallery 360 and the Center for the Arts. Other dynamic resources include Northeastern's own renowned archives offering tangible case studies to consider how criticism coalesces into the historical record. Visual studies introduces students to a broad range of creative careers endemic to the fields of design, publishing, curation, conservation, and scholarship.

The program uses communal studio space to train students in painting and drawing processes. The department also hosts a fabrication lab that supports a wide range of material-based research for the CAMD community. Beyond the foundation-level courses required for all students, the makerspace provides the resources for prototyping processes ranging from model making, woodworking, CAD, as well as digital fabrication through laser cutting, 3D scanning, and 3D printing.

Program Requirements

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

BA Language Requirements

All BA students are required to complete the BA degree language requirements, for a total of 12 semester hours of language study or demonstrated equivalent proficiency, as described in Additional Requirements for BA students (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/ba-requirements/>). Successful demonstration of proficiency does not reduce total minimum semester hours of study required to earn the BA degree.

NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

NUpath requirements Creative Expression/Innovation (EI), Interpreting Culture (IC), and Societies and Institutions (SI) are met through the major course requirements.

NUpath requirements Natural and Designed World (ND), Formal and Quantitative Reasoning (FQ), Analyzing and Using Data (AD), Differences and Diversity (DD), and Ethical Reasoning (ER) must be met through general electives.

Art + Design Core

Code	Title	Hours
Introduction		
ARTD 1001 and ARTD 1002	Media Art, Culture, and Social Justice and Seminar for ARTD 1001	4
ARTF 1000	Art and Design at Northeastern	1

Fundamentals Required

ARTF 1220	Elements of Visual Composition (with optional ARTF 1221)	2
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Fundamentals Electives

Complete three of the following: 6

ARTF 1200	Representational Drawing	
ARTF 1210	Abstract Drawing	
ARTF 1230 and ARTF 1231	Making with Form and Materials and Making with Form and Materials Tools	
ARTF 1240 and ARTF 1241	Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools	
ARTF 1250 and ARTF 1251	Designing Interactive Experiences and Designing Interactive Experiences Tools	

Art History Required

ARTH 1001 and ARTH 1002	Visual Intelligence and Seminar in Visual Intelligence	4
ARTH 3000	Topics in Visual Studies	4
ARTH 4000	Topics in Visual Studies	4

Art History Elective

Complete any two ARTH courses not taken for the concentration. 4

If ARTH 3000 or ARTH 4000 (or any other topics course in the subject listed above) is completed more than once, the additional completions may be allowed toward the electives.

Capstone

ARTD 4530	Media Arts Degree Project	4
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Concentration or Electives Option

A concentration is not required. Students may complete the electives option in lieu of a concentration.

- Art History and Visual Studies (p. 2)
- Electives (p. 3)

Major GPA Requirement

A major GPA of 2.500 is required.

Program Requirement

130 total semester hours required

Concentration in Art History and Visual Studies

Code	Title	Hours
Art + Design History Electives		
Complete five of the following courses as long as prerequisites have been met. At least one must be at the 4000 level. 20		
Courses in architectural history and media and screen studies may also be used upon approval by the program coordinator.		
If ARTH 3000 or ARTH 4000 (or any other topics course in the options listed below) is completed more than once, the additional completions may be allowed toward the electives:		
ARTE 2501	Art and Design Abroad: History	
ARTH 1100	Interactive Media and Society	
ARTH 2200	Topics in Design History	
ARTH 2210	Modern Art and Design History	
ARTH 2211	Contemporary Art and Design History	
ARTH 2212	Survey of the Still and Moving Image	
ARTH 2215	History of Graphic Design	
ARTH 2311	The Science of Art, the Art of Science	
ARTH 2312	Revolutionary Design and Propaganda in Eastern Europe	
ARTH 2313	Global Networks in Early Modern Art and Visual Culture	
ARTH 3000	Topics in Visual Studies	
ARTH 3211	Performance Art	

ARTH 4000	Topics in Visual Studies
ARTH 5600	Landscape and Ecology in Visual Culture

Electives Option

Code	Title	Hours
Arts, Media and Design Electives		
Complete any six courses from the following lists as long as prerequisites have been met. At least one must be at the 4000 level.		20
<i>Art + Design</i>		
If a topics course is completed more than once, the additional completions may be allowed toward the arts, media and design electives:		
ARTD 2000	Introduction to Immersive Media	
ARTD 2100	Narrative Basics	
ARTD 2340	Introduction to Computational Creative Practice	
ARTD 2360 and ARTD 2361	Introduction to Photography and Photo Tools	
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	
ARTD 2380 and ARTD 2381	Video Basics and Video Tools	
ARTD 3000	Topics in Media Arts	
ARTD 3460	Photography: Concept + Process	
ARTD 3470	Animation 1	
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	
ARTD 3473	Animation for Games	
ARTD 3480	Video: Sound and Image	
ARTD 3490	Data Art and Hacktivism	
ARTD 4565	Photography: Visual Strategies + Context	
ARTD 4570	Animation 2	
ARTD 4575	Animation 3	
ARTD 4660	Studio Photography	
ARTD 4661	Photography: Experimental Processes	
ARTE 2301	The Graphic Novel	
ARTE 2500	Art and Design Abroad: Studio	
ARTE 2501	Art and Design Abroad: History	
ARTE 3901	Art and Design Special Topics	
ARTE 4901	Special Topics in Art and Design Studio	
ARTG 1250	Design Process Context and Systems	
ARTG 2250 and ARTG 2251	Typography 1 and Type Tools	
ARTG 2252	Graphic Design Principles	
ARTH 1100	Interactive Media and Society	
ARTH 2200	Topics in Design History	
ARTH 2210	Modern Art and Design History	
ARTH 2211	Contemporary Art and Design History	
ARTH 2311	The Science of Art, the Art of Science	
ARTH 2312	Revolutionary Design and Propaganda in Eastern Europe	
ARTH 2313	Global Networks in Early Modern Art and Visual Culture	
ARTH 3000	Topics in Visual Studies	
ARTH 3211	Performance Art	
ARTH 4000	Topics in Visual Studies	
ARTH 5600	Landscape and Ecology in Visual Culture	
ARTS 2340	Painting Basics	

ARTS 2341	Figure Drawing
ARTS 3449	Drawing in Mixed Media
<i>Architecture</i>	
ARCH 1310 and ARCH 1311	Buildings and Cities, A Global History and Recitation for ARCH 1310
ARCH 1450	Understanding Design
ARCH 2330	Architecture and the City in the Nineteenth Century
ARCH 2340	Modern Architecture
<i>Communication Studies</i>	
COMM 1101	Introduction to Communication Studies
<i>Game Design</i>	
GAME 1110	Games and Society
<i>Journalism</i>	
JRNL 1150	Understanding Today's News
<i>Media and Screen Studies</i>	
MSCR 1220	Media, Culture, and Society
MSCR 1230	Introduction to Film Production
MSCR 2220	Understanding Media
MSCR 2336	American Film and Culture
<i>Music</i>	
MUSC 1113	Film Music
<i>Theatre</i>	
THTR 1101	Introduction to Theatre
THTR 1270	Introduction to Theatrical Design

University of the Arts London

Optional London study abroad for sound management at Central Saint Martins, University of the Arts London. Specific courses at University of the Arts London are preapproved for transfer to a student's Northeastern University record to apply toward requirements. Students can consult with a CAMD academic advisor for approval prior to registration. 16

Plan of Study**Sample Plan of Study: Four Years, Two Co-ops in Spring/Summer 1**

Year 1							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000		1 ARTF elective		2 Foreign language		4 Elective	4
ARTF 1220 (with optional ARTF 1221)		2 ARTF elective		2 Elective		4 Elective	4
ARTF elective		2 ARTH elective		4			
ARTH 1001 and ARTH 1002		4 Foreign language		4			
ENGW 1111		4 Arts, media and design elective		4			
Elective		4					
		17		16		8	8
Year 2							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTH 3000		4 Co-op		0 Co-op		0 Elective	4
ARTH elective		4				Elective	4
Arts, media and design elective		4					
Foreign language		4					
EEAM 2000		1					
		17		0		0	8

Year 3							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTH 4000		4 Co-op		0 Co-op		0 Elective	4
Arts, media and design elective		4				Elective	4
Elective		4					
Elective		4					
		16			0		
					0		
						8	

Year 4			
Fall	Hours	Spring	Hours
Arts, media and design elective		4 ARTD 4530	4
Arts, media and design elective		4 Arts, media and design elective	4
Elective		4 Elective	4
Elective		4 Elective	4
		16	16

Total Hours: 130