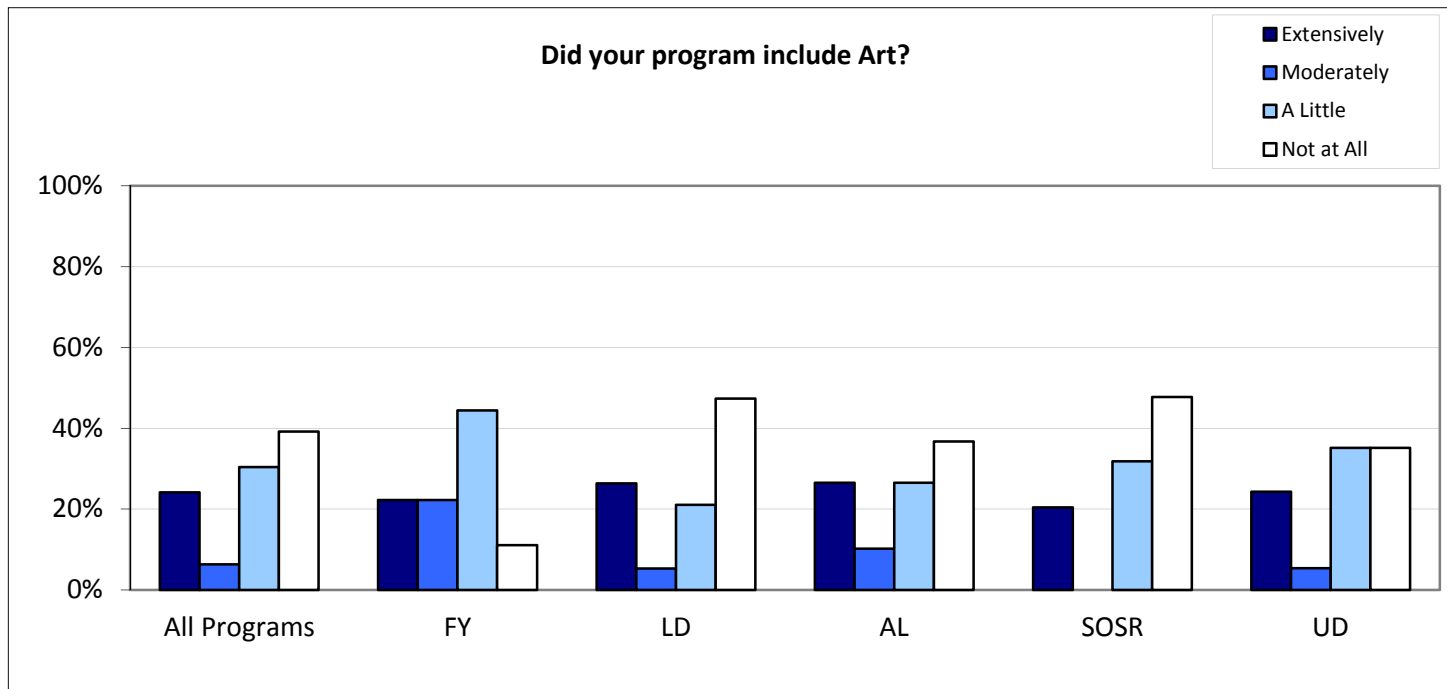


End-of-Program Review 2016-17

Art in all Programs

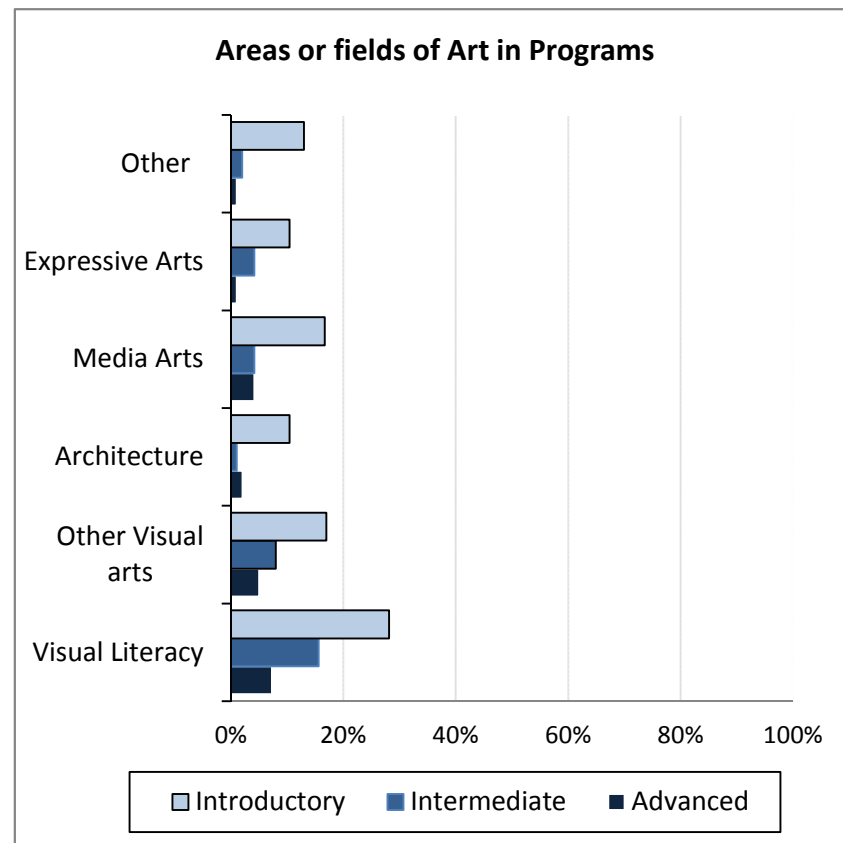
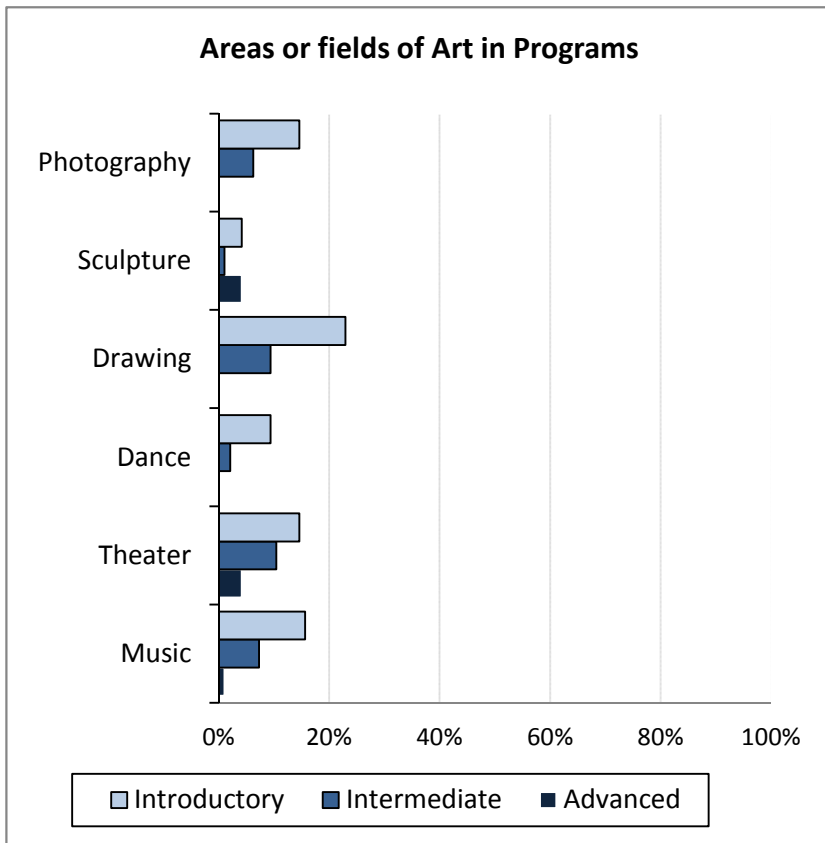
The presence of Art in programs offered this year remained the same (61%) compared to the previous year. The most common fields of Art taught in programs that included Art were: Visual Literacy (47%), Drawing (30%), Other Visual Arts (26%), Media Arts (23%), and Theater (22%).



	Extensively	Moderately	A Little	Not at All	Percent of Programs with any Art	Programs with any Art (N)	Programs responded (N)
All Programs	24.1%	6.3%	30.4%	39.2%	60.8%	96	158
First-year (FY only)	22.2%	22.2%	44.4%	11.1%	88.9%	8	9
Lower Division (LD) FY-SO	26.3%	5.3%	21.1%	47.4%	52.6%	10	19
All Level (AL) FR-SR	26.5%	10.2%	26.5%	36.7%	63.3%	31	49
Sophomore-Senior (SOSR)	20.5%	0.0%	31.8%	47.7%	52.3%	23	44
Upper Division (UD) JR-SR	24.3%	5.4%	35.1%	35.1%	64.9%	24	37

Level at which the following areas or fields of Art were taught in the programs that included Art
(NB: The percent does not add to 100% because a field can be taught at different levels in a program)

	Introductory	Intermediate	Advanced	% programs that taught field
Music	16%	7%	1%	20%
Theater	15%	10%	4%	22%
Dance	9%	2%	0%	11%
Drawing	23%	9%	0%	30%
Sculpture	4%	1%	4%	7%
Photography	15%	6%	0%	19%
Visual Literacy	28%	16%	7%	47%
Other Visual arts	17%	8%	5%	26%
Architecture	10%	1%	2%	13%
Media Arts	17%	4%	4%	23%
Expressive Arts	10%	4%	1%	15%
Other	13%	2%	1%	13%



Explanation of Other:

Voice

This was a research seminar, so while students did their own research and art, none of it was "taught" in the traditional sense. I "taught" writing and research skills.

Students were exposed in lectures to Russian and Soviet music and art of the 20th century with discussion about the pieces listened to and viewed and also discussion about their relationship to the history and politics of the period.

Film analysis

Developed process oriented visual art that combined conceptual and theoretical frameworks with materials experimentation for individual projects

Creative Writing

Creative Writing

Costume making, procession of the species participation

Comics history + theory

Board game design
