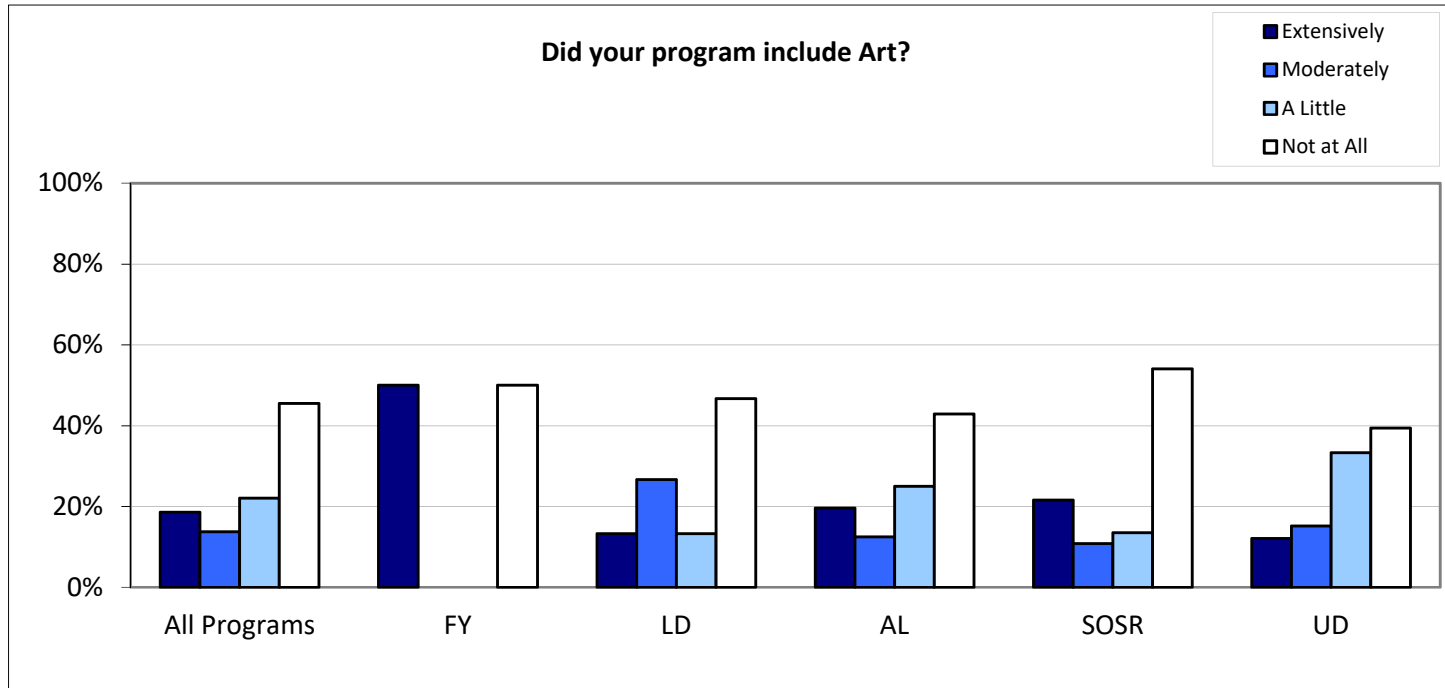


End-of-Program Review 2017-18

Art in all Programs

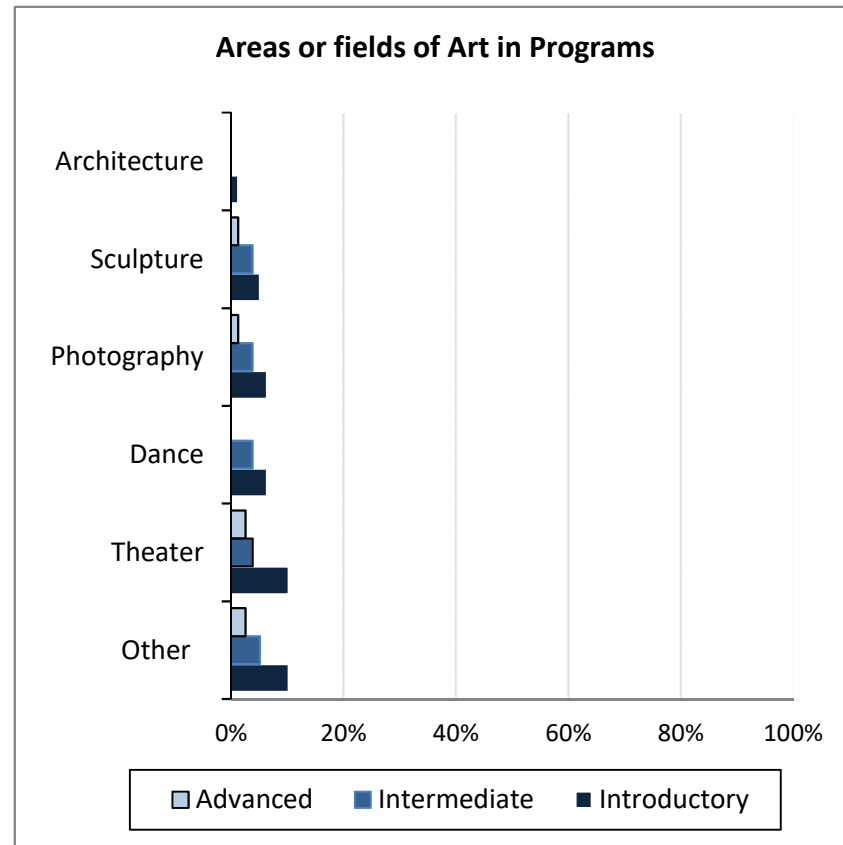
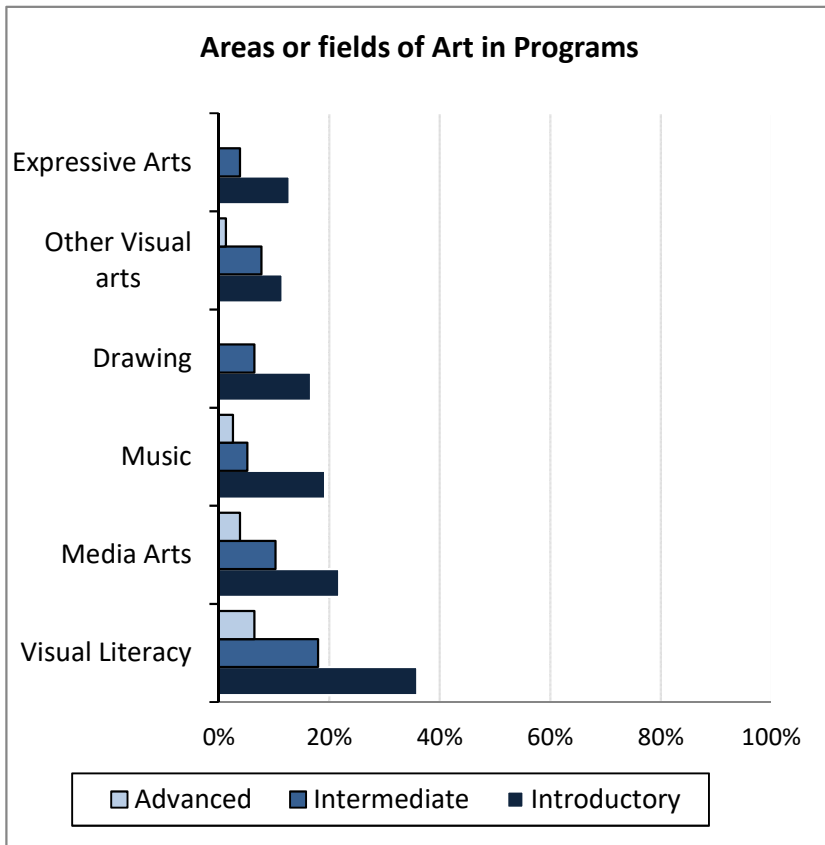
The presence of Art in programs offered in 2017-18 dropped to 55% from 61% the previous year. The most common fields of Art taught in programs that included Art were: Visual Literacy (54%), Media Arts (31%), Music (23%), and Drawing (19%).



	Extensively	Moderately	A Little	Not at All	Percent of Programs with any Art	Programs with any Art (N)	Programs responded (N)
All Programs	18.6%	13.8%	22.1%	45.5%	54.5%	79	145
First-year (FY) FY only	50.0%	0.0%	0.0%	50.0%	50.0%	2	4
Lower Division (LD) FY-SO	13.3%	26.7%	13.3%	46.7%	53.3%	8	15
All Level (AL) FR-SR	19.6%	12.5%	25.0%	42.9%	57.1%	32	56
Sophomore-Senior (SOSR)	21.6%	10.8%	13.5%	54.1%	45.9%	17	37
Upper Division (UD) JR-SR	12.1%	15.2%	33.3%	39.4%	60.6%	20	33

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
Visual Literacy	36%	18%	6%	54%
Media Arts	22%	10%	4%	31%
Music	19%	5%	3%	23%
Drawing	17%	6%	0%	19%
Other Visual arts	12%	8%	1%	17%
Expressive Arts	13%	4%	0%	17%
Other	10%	5%	3%	15%
Theater	10%	4%	3%	12%
Dance	6%	4%	0%	10%
Photography	6%	4%	1%	9%
Sculpture	5%	4%	1%	8%
Architecture	1%	0%	0%	1%



Explanation of Other:

Scientific Illustration
Scientific Illustration
Modernism, Performance Art, socially engaged Art, Art and Activism.
Less taught - the program is designed for artists and makers, for them to gain Entrepreneurship/Business skills to make a living from what they make. They all brought their making to the program and did significant work throughout the year: Music, Theater, Visual Arts, Media Arts, and Dance.
Indigenous Art
Game Design, Introductory
Cultural
Ceramics
Ceramics
Cartooning
Because it's an SOS -- some students were doing advanced work in Book Arts.
Art Theory
Analog Game Design