

# SCHOOL OF ART

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Fairfax Campus

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## Mission

George Mason University's School of Art is a collaborative academic and professional community focused on advancing creativity through traditional and new media applied to varying social contexts. The School of Art is founded on the premise that art both reflects and inspires a creative society, improving the human condition while describing the world, both as it is and could be. We focus on the role of artists in that conversation. We encourage students to see art both as an individual expression and public interaction. We celebrate historical reference, current relevance and experimentation-emphasizing innovative ways of thinking that enhance the impact of art on the future of society.

Embedded in a major liberal arts university rich in learning resources, the School of Art plays a vital role in the creative climate of the institution and the region through the cross-disciplinary research it facilitates and the artwork it produces and exhibits. The School's facilities engage an exceptional faculty of practicing artists, an active visiting artist program, and a diverse and intellectually curious graduate and undergraduate student body. Artistic skills and principles of creative practice in all visual media are grounded in a forward-thinking, adaptive curriculum. Faculty and students forge cross-disciplinary experimentation, challenging conventional thinking and blurring the lines between traditional artistic disciplines, indeed, between the arts and other humanities and sciences.

The School of Art educates artists and creative professionals to be responsible contributors to society, preparing them to be agents of change in an increasingly connected, complex, inclusive world. We highly value rigor in conceptual approach, skill in art production, and imaginative methods for implementing projects and engaging audiences. Each student is given a background in aesthetic and analytical judgment, the ethical framework for professional practice, the confidence to be both self-reliant and collaborative, and the mastery of design and production necessary to thrive as a professional artist in a competitive global environment.

## Undergraduate Programs

Undergraduate studio degrees offered by the School of Art include the bachelor of arts (BA) and the bachelor of fine arts (BFA). An honors program enhances either degree for selected AVT majors. The school also offers undergraduate minors in art and visual technology, arts and social change, graphic design, photography, and web design.

For students who are interested in a career in teaching art in the public schools, neither the BA nor the BFA program satisfies all requirements for those seeking licensure. Undergraduate students interested in this field are highly encouraged to consider the accelerated degree path for the

master of art in teaching and should contact the school's art education advisor to learn more about teacher preparation.

All George Mason University students are welcome to enroll in course work in the School of Art to fulfill Mason Core (<https://catalog.gmu.edu/mason-core/>) for requirements for the arts or to pursue minors. Consult the course listings for prerequisites and requirements. Students should carefully examine prerequisites for School of Art courses. Students may be removed from a course if they enroll without having fulfilled the prerequisites.

## Studios

The School of Art program is located in the Art and Design Building which houses well-equipped studios for drawing, painting, photography, printmaking, and sculpture, as well as six computer-equipped studios that cross platforms and are installed with current software applications used for two-dimensional imaging, three-dimensional modeling, animation, video production, sound editing, multimedia authoring, photography, and web publishing.

Policies, procedures, and schedules for studio use are established by the AVT studio faculty and are posted in the studios.

## Graduate Programs

The Art Education Licensure Certificate is a post-baccalaureate program designed for those who currently hold a graduate degree in an art-related field along with those who want a more immediate entrance into the art teaching profession. This 'licensure only' program, which results in a pre K-12 art certification in the Commonwealth of Virginia, is a 21 credit program consisting of graduate education courses, area endorsements, student teaching internships and seminar.

The Master of Arts in Teaching in Art Education is a pre-service degree program that prepares students with a BFA degree or equivalent for pre K-12 art licensure by the Commonwealth of Virginia. Using a studio-based approach to art education and working closely with area public school systems, the MAT degree consists of 30 credits of graduate art education, school practicum experience, studio work, and preservice teaching internship and seminar.

## MFA, Visual and Performing Arts

The School of Art offers two concentrations under the Master of Fine Arts, Visual and Performing Arts degree: Graphic Design and Visual Art. Applicants to the program must designate which concentration they intend to apply for on the application. Each concentration has its own unique set of admissions requirements and program requirements. For specific information, please refer to the Visual and Performing Arts, MFA entry.

The MFA is a terminal degree that prepares students to become professional artists, work in technology or arts-related fields, and teach at the university level. Candidates are required to complete 60 credits, of which 30 credits are made up from core requirements and 30 are made up of emphasis and studio requirements.

In the Visual Arts concentration, students may select an emphasis in new media, painting and drawing, photography, printmaking, sculpture, or InterArts. The latter offers students the opportunity to combine art forms in interdisciplinary projects that may be installation, performance,

publishing, time-based, or writing-based; and combine creative and critical approaches to their work.

While it is anticipated that students will move through the MFA as described in this catalog, individuals with extensive professional accomplishment may, upon recommendation of the SOA Graduate Committee and with prior approval of the CVPA dean, craft an individualized program within their intended emphasis that meets curricular requirements.

## Accelerated Master's Options

The School of Art offers the following Accelerated Master's programs:

- Art and Visual Technology, BA/Arts Management, Accelerated MA
- Art and Visual Technology, BFA/Art Education, Accelerated MAT
- Art and Visual Technology, BFA/Arts Management, Accelerated MA
- Art and Visual Technology, BFA/Graphic Design, Accelerated MA

Each program allows undergraduate students to take graduate classes that can be used towards a designated Master's degree. Undergraduates who wish to pursue the accelerated Master's route should talk to their academic advisor first to see if they qualify. Students must be within 75-100 credits of their Bachelor's program to be eligible to apply; those who have earned more than 100 credits will not be considered. Students must be approved by their academic advisor and formally apply and be accepted to the Master's program through an Accelerated Master's application. For more information about admissions requirements and the application process, students should visit the website (<http://cvpa.gmu.edu>).

## Faculty

### School Faculty

#### Professors

Charlton (Director), Endress, Raimundi-Ortiz, Starr, White, Wrbican

#### Associate Professors

Barney, Cooley, Cui, Frenn, Kardambikis, Rothstein, Sheridan, Stanley, Sutters

#### Assistant Professors

Ahmed, Benassi, Bowins, Caballero, Carrier, Davis, Del Popolo, Farham, Green, Heffner, Medina Rosas, McDermott, Park, Plakas, Vasquez LaRoche, von Bergen, Yi

#### Adjunct Faculty

Basch, Beach, Bourke, Burzon, Carr, Chaudhary, Cole, Conboy, Cowan, Cushner, Dandridge, Deliyianni, Durkin, Enriquez, Grosche, Grossi, Guerrieri, Gurshman, Hall, Harward, Higgins, Ho, Kallista, Kenney, Kery, Kimmel, Kunkel, Lawson, Lillis, Lopez, Manlapaz, Martinez Acosta, McComas, McCoy, McLellan, Moseman, Mullin, Murray, Oberndorfer, Ohashi, Pacheco, Parisca, Park, Petrino, Quinones, Rhoades, Robinson, Rodriguez, Sakai, Sanchez, Sandberg, Sargent, Sawyer, Senser, Silva, Tafalla, Wallace, Wicha, Williams, Yi, Yoder, Zdepski

## Requirements & Policies

### Requirements

#### Undergraduate Admission to the School of Art

Students are admitted to School of Art degree programs separately from their admission to George Mason University and only by portfolio review. The College of Visual and Performing Arts strongly encourages students to apply to the university by November 1 in order to receive maximum scholarship consideration, including merit and talent-based scholarships.

Applicants apply to George Mason University. Admission to George Mason is determined by the Admissions Office and is separate from admission to the School of Art degree programs. All School of Art applicants are encouraged to apply for admission to the university prior to submitting a portfolio for review.

Successfully complete a portfolio review. Please refer to the Portfolio Review Criteria (<https://art.gmu.edu/portfolio-review/>).

#### Writing-Intensive Requirement

Mason requires all students to complete at least one course designated "writing intensive" in their majors at the 300 level or above. AVT students fulfill this requirement by successfully completing AVT 395 Writing for Artists (Mason Core) (<https://catalog.gmu.edu/mason-core/>) or AVT 396 Writing for Designers (Mason Core) (<https://catalog.gmu.edu/mason-core/>).

#### Upper-Level Credits

All undergraduate students are required to complete a minimum of 45 credits of upper-division courses at the 300–499 level.

#### Major GPA

All School of Art BA and BFA majors, AVT minor, Arts and Social Change minor, Graphic Design minor, Photography minor, and Web Design minor students must earn a grade of C or better in required AVT coursework, including Studio Foundation, Critical Analysis and Contemporary Practice, Breadth and Experience, Synthesis and Concentrations. All School of Art undergraduate students must earn a minimum 2.00 cumulative GPA in their major. Students who fail to maintain this minimum may either retake core classes (an earned higher grade replaces the old one) or take concentration special topics classes in order to raise their average to the threshold. The effect of this change will be that very weak students will have to return to required classes to master core skills, and marginally weak students will be able to meet the requirement while expanding the breadth of their education.

### Policies

See CVPA Requirements and Policies (<https://catalog.gmu.edu/colleges-schools/visual-performing-arts/#requirementspolicies>).

#### Honors Program

Students interested in the Honors Program in School of Art should contact the director of the school. Both BA and BFA students are eligible to apply for admission to the program. Honors students must complete at least 4 credits AVT 394 Honors Seminar. They must have a cumulative GPA of at least 3.00 and at least 3.50 in AVT 394 Honors Seminar and the AVT major.

## Programs

- Animation Minor
- Art Education Licensure Graduate Certificate
- Art and Visual Technology, BA
- Art and Visual Technology, BFA
- Arts Education, MAT
- Arts and Social Change Minor
- Digital Media and Web Design Minor (CVPA)
- Dynamic Publishing Minor (CVPA)
- Graphic Design Minor
- Graphic Design Undergraduate Certificate
- Illustration Minor
- Photography Minor
- Photojournalism Minor (CVPA)
- Studio Art Minor
- Web Design Minor