Jewelry Design – AAS Degree Program

School of Art and Design

Applications accepted for fall only.   NYSED: 00831   HEGIS 5012

The major in Jewelry Design offers qualified students the opportunity to prepare for positions as designers, self-employed jewelers, or executives in the manufacturing of jewelry. Curriculum below is for the entering class of Fall 2017.

Semester 1		Credits
MAJOR AREA	JD 139 - Jewelry Design Ideations I	2.5
	JD 142 - Gemology and Gem Identification	3
	JD 174 - Studio Fabrications I	2.5
RELATED AREA	**Related Area: choice	1.5
GENERAL EDUCATION	EN 121 - English Composition	3
	SC 111 - Introduction to the Physical Sciences	3
Semester 2		
MAJOR AREA	JD 161 - Changes, Trends Appraisals	2
	JD 238 - Jewelry Design Ideations II	2.5
	JD 272 - Studio Fabrication II	2.5
RELATED AREA	**Related Area: choice	1.5
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice: see Requirements*	3
Semester 3		
MAJOR AREA	JD 237 - 3D Digital Object Design	2
	JD 271 - Alternative/Sustainable Materials	2.5
	JD 273 - Studio Fabrication III	2.5
ELECTIVE(S)	choice - General Elective(s)*	2
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 4		
MAJOR AREA	JD 239 - Design Capstone/Portfolio	2.5
	JD 267 - Jewelry Seminar/Best Business Practices	2.5
	JD 274 - Fabrication Capstone/Portfolio	2.5
RELATED AREA	**Related Area: choice	1.5
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	18
	ART HISTORY	6
	ELECTIVE(S)	2
	MAJOR AREA	29.5
	RELATED AREA	4.5
	Total Credits:	60

*Fall 2017 Requirements: see below

FIT's General Education and Art History Requirements for Art and Design Associate Degree Programs:

- Three (3) credits from each required area, totaling 9 credits: G1, G2 and G3 (SC 111)
- Six (6) credits from two (2) different areas in **non-HA liberal arts** courses in G4-G10
- Three (3) credits of any 200- or 300-level English literature or speech course
- Six (6) credits from Art and Design History courses: HA 112 (3 credits, required for all Art and Design majors), plus another 3-credit HA course.

FIT's Gen Ed courses are organized along the following categories: G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

See list of Gen Ed approved courses under FIT's General Education Requirements and Courses . An FIT Gen Ed course cannot be used to meet more than one General Education area.

Certain majors require specific courses. Please review your DARS audit to determine if a particular course is required by your major to meet General Education credits.

Related Area: **4.5 credits
CHOICE of any two to four courses (for which prerequisites have been met) totaling 4.5 credits from the following:

Courses from the School of Art and Design::

LD 471 The Accessories Industry (2.5 cr.), CD 134 Capturing Creativity (2 cr.), CG 111 Survey of Computer Graphics (1 cr.), CG 211 Computer-Assisted Design (2 cr.), CG 214 Web Page Construction (1.5 cr.), FA 104 Sculpture - Basic (1.5 cr.), FA 107 Basic Design (1.5 cr.), FA 114 Fundamentals of Design II: 3D Form and Structure (1.5 cr.), FA 116 Creative Media (2 cr.), FA 141 Drawing I (1.5 cr.), PH 201 Digital Photography for Accessories and Jewelry (2 cr.), TD 141 Nature Studies (1.5 cr.), DE 101 Principles of Display and Exhibit Design: Small Scale (2 cr.)

Courses from the School of Business and Technology:

BE 261 Starting a Small Business (3 cr.), BE 403 The Artist in the Marketplace (3 cr.), BL 201 Business Law for the Artist (3 cr.), BL 343 Introduction to Business Law (3 cr.), EP 311 Introduction to Entrepreneurship (3 cr.), EP 321 The Business Plan (3 cr.), FM 117 Introduction to Fashion Marketing (3 cr.), FM 231 Strategies of Selling (3 cr.), MG 242 Principles of Accounting (3 cr.)

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Accessories Design , Textile/Surface Design , and Toy Design .