UNDERGRADUATE CATALOG

First Edition

Associate and Baccalaureate Degree Programs

2019–20

FIT State University of New York

Table of Contents

Academic Calendar 3
The College 5
- History and Mission 6
- Teaching and Learning 7
- Campus and Facilities 8
- Alumni of FIT 11

Admissions 12
- Selection of Applicants for Associate Degree Programs 13
- Selection of Applicants for Baccalaureate Degree Programs 17
- International Applicants 19
- Special Assistance 19
- Visiting Students 20
- Additional Information 20

Instructional Programs 22
- Curricula Overview 23
- Liberal Arts 28
- Academic Minors 29
- Career and Internship Center 29
- Center for Continuing and Professional Studies 30
- International Programs 31
- Online Learning 33
- Requirements for Degree Completion 34
- Dean's List 37
- Scholastic Standing 38
- Academic Advisement Center 42
- FIT's General Education Requirements and Courses 43

Expenses and Financial Aid 56
- Tuition and Fees 57
- Tuition and Fee Refunds 61
- Financial Aid Services 62
- The FIT Foundation 69

Enrollment Management and Student Success 77
- Enrollment Management and Student Success 78
- Activities 81
- Governance 84
- Student Rights and Responsibilities 84

Majors 87
- Two-Year Associate Degree Programs 90
- One-Year Associate Degree Programs 125
- Baccalaureate Degree Programs 135

Directories 418
Index 464

Academic Calendar

Calendar is subject to change.

FALL SEMESTER

Activity	2019	2020	2021
Faculty conferences, registration, and orientation	August 19-25	August 24-30	August 23-29
First day of classes	August 26	August 31	August 30
Labor Day — college closed	September 2	September 7	September 6
Rosh Hashanah — classes suspend at 4pm	September 29	September 18	
Rosh Hashanah — college closed	September 30-October 1	September 19-20	September 7-8
Yom Kippur — classes suspend at 4pm	October 8	September 27	September 15
Yom Kippur — college closed	October 9	September 28	September 16
Thanksgiving recess — college closed	November 28-December 1	November 26-29	November 25-28
Last day of the semester	December 19	December 23	December 23
New Year's Eve observed — college closed	December 31	December 31	December 31

WINTER SESSION

Activity	2020	2021	2022
First day of winter session	January 2	January 4	January 3
Martin Luther King, Jr. Day – college closed	January 20	January 18	January 17
Last day of the session	January 17	January 20	January 19

SPRING SEMESTER

Activity	2020	2021	2022
Faculty conferences, registration, and orientation	January 22-24	January 20-22	January 19 - 21
First day of classes	January 27	January 25	January 24
President's Day – college closed	February 17	February 15	February 21
Spring recess – no classes	April 6-12	March 29-April 4	April 11-17
Last day of the semester	May 20	May 19	May 18
Tentative Commencement date	May 21	May 20	May 19
Memorial Day – college closed	May 25	May 31	May 30

SUMMER SESSION 1/SUMMER SESSION 2

Activity	2020	2021	2022
First day of summer session 1 classes	May 26	May 24	May 23
Last day of summer session 1 classes	June 29	June 28	June 27
Independence Day – college closed	July 4	July 4	July 4
First day of summer session 2 classes	June 30	June 29	June 28
Last day of summer session 2 classes	July 27	July 27	July 26

The College

FIT: NURTURING UNCONVENTIONAL MINDS

The Fashion Institute of Technology (F.I.T.), a part of the State University of New York, has been an internationally recognized leader in career education in design, fashion, business, and technology for 75 years. Providing an uncommon blend of practical experience and theory on a foundation of arts and sciences, FIT offers a wide range of affordable programs that foster innovation, collaboration, and a global perspective. FIT draws on its New York City location to provide a vibrant, creative environment for learning, exploration, and research. The college offers nearly 50 programs and grants AAS, BFA, BS, MA, MFA, and MPS degrees, preparing students for professional success and leadership in the new creative economy. Visit fitnyc.edu.

History and Mission

FIT was founded in 1944 to prepare men and women for work in the fashion industry as it grew in size and scope. Seven years later, FIT became one of the first community colleges empowered under the program of the State University of New York to grant the Associate in Applied Science degree. As the curricula expanded beyond the fashion industry to include business, communications, and design, the college's degree offerings also expanded. In 1975, an amendment to the education law of New York State was approved, permitting the college to confer Bachelor of Fine Arts and Bachelor of Science degrees. Four years later, another amendment authorized the granting of master's degrees, and the first master's programs were introduced in 1985.

FIT now offers its students 48 degree programs in a range of design and business fields, including fashion, that have made New York City their focal point. Students who come to the college to study these specialized programs are goal-oriented, setting their sights high in their chosen fields of study. Today, approximately 9,000 U.S. and international students are enrolled in FIT's diverse curricula, attending classes day and evening, year-round, online and on campus, in New York City, throughout the country, and around the world.

FIT is a public institution, receiving its principal financial support from the State and City of New York. The college is governed by its Board of Trustees, whose members are active professionals committed to developing talent. Local sponsorship comes from the New York City Department of Education in cooperation with the FIT Foundation. FIT is accredited by the Middle States Commission on Higher Education, 3624 Market Street, Philadelphia, PA 19104 (msche.org). The Middle States Commission on Higher Education is an institutional accrediting agency recognized by the U.S. Secretary of Education and the Council for Higher Education Accreditation. FIT is also accredited by the National Association of Schools of Art and Design (nasad.arts-accredit.org) and the Council for Interior Design Accreditation (accredit-id.org). Eleven degree programs in the Jay and Patty Baker School of Business and Technology are accredited by the Accreditation Council for Business Schools and Programs (acbsp.org).

FIT is firmly committed to creating an environment that will attract and retain people of diverse racial and cultural backgrounds. By providing a learning and working environment that encourages, utilizes, respects, and appreciates the full expression of every individual's ability, the FIT community fosters its mission and grows because of its rich, pluralistic experience.

FIT is equally committed to prohibiting discrimination in its employment, programs, and activities, whether based on race, color, national origin, sex, gender, gender identity, religion, ethnic background, age, disability, marital status, sexual orientation, military service status, genetic information, pregnancy, familial status, citizenship status (except as required to comply with law), or any other criterion prohibited by applicable federal, state, or local laws. Inquiries regarding the nondiscrimination policy may be directed to the Affirmative Action Officer/Title IX Coordinator, (212) 217-3360, titleix@fitnyc.edu.

FIT'S MISSION

FIT prepares students for professional excellence in design and business through rigorous and adaptable academic programs, experiential learning, and innovative partnerships. A premier public institution in New York City, FIT fosters creativity, career focus, and a global perspective and educates its students to embrace inclusiveness, sustainability, and a sense of community.

FIT'S VISION

FIT will be globally celebrated as the institution where students, scholars, and teachers cross traditional disciplinary boundaries to stimulate innovation, partner with creative industries worldwide, and develop innovative design and business solutions. By focusing on the three major goals, FIT will become stronger by conscious design and be known as a strategic organization—one that applies available resources to greatest effect to achieve its vision.

1. **Academic and Creative Excellence**
   FIT will provide a rigorous learning experience built on the highest standards of academic and scholarly excellence, an environment that promotes creativity and experimentation, and diverse experiential learning with a variety of industry partners.
2. **An Innovation Center**
   The college will work with industries worldwide to help address key challenges, build an even stronger culture of innovation and entrepreneurship at FIT, and establish collaborations that translate creative ideas into action.
3. **An Empowered Student Community**
   FIT will build an inclusive community in which students engage with, learn from, and inspire one another—discovering how their differences and similarities promote creativity, intellectual and personal growth, and understanding.

Teaching and Learning

FACULTY

FIT's approach to teaching blends theory and practice, encouraging exploration and research, experiential learning, and openness to new ideas. FIT's dedicated faculty are drawn from among professionals in design, arts, business, and academia, bringing to the classroom insights from their own creative and authoritative work. Courses are structured to foster student-instructor interaction, Independent thinking, and self-expression.

LIBERAL ARTS

The School of Liberal Arts offers three degree programs and nearly 30 minors. Courses help students acquire knowledge across the humanities, natural sciences, and social sciences, and build critical thinking and communication skills. The school's Presidential Scholars honors program offers academically accomplished students in all majors an enriched learning environment of rigorous classes and shared scholarly extracurricular activities.

MINORS

Minors are available through the schools of Liberal Arts, Art and Design, and Business and Technology. Minors enrich students' education by enabling them to broaden their knowledge in an area related to their major, to study across disciplines, or to explore another field of interest. For help in choosing a minor, students should contact the Academic Advisement Center. See Academic Minors for more information.

INDUSTRY ADVISORY BOARDS

Many FIT degree programs are supported by advisory groups, drawn largely from the college's highly placed alumni. They consult with faculty to keep the curriculum current and industry-relevant, arrange field trips, help students identify career options, and work to maintain close ties between FIT and industry.

BEYOND THE CLASSROOM

FIT makes extensive use of New York City's resources through industry-sponsored competitions, projects, and field trips—real-world opportunities that connect the classroom and the workplace and give students exposure to their industry. Among the many organizations students have worked with: Sephora, Carolee, PVH, Soma, and the NFL.

INTERNSHIPS AND CAREER PLACEMENT

Internships can be an essential part of the FIT experience. The college's extensive internship program provides students with vital experience in a vast array of New York corporate offices, design studios, retail operations, and web-based companies. Sponsors have included American Eagle, Bloomingdale's, Calvin Klein, Opening Ceremony, L'Oréal, and Saatchi & Saatchi. Nearly one-third of student interns are offered employment after graduation. Job placement services, including career-building workshops and resources, are available to students, and lifetime services are offered to alumni.

Campus and Facilities

FIT's campus occupies an entire block in Manhattan's Chelsea neighborhood, an area filled with galleries, shops, cafes, restaurants, and theaters. The campus provides a vibrant, supportive environment for our uncommonly creative community. Campus highlights include the Gladys Marcus Library and the renowned Museum at FIT, which houses one of the world's most important collections of fashion and textiles. In addition to a range of specialized labs, studios, and technologies geared to FIT's academic programs, the college offers a full-service dining hall, athletic facilities, and a Barnes & Noble bookstore. Three residence halls are located on West 27th Street and a fourth is on nearby West 31st Street.

FRED P. POMERANTZ ART AND DESIGN CENTER

Along with the academic and administrative offices of the School of Art and Design, the Pomerantz Center houses display and exhibit design rooms; drawing, painting, photograph, printmaking, and sculpture studios; a graphics laboratory; a modelmaking workshop; and the Katie Murphy Amphitheatre. An innovative new gallery located in the lobby provides exhibition space for the school's students, faculty, and alumni as well as outside artists.

PrintFX and fablab

Room D529, (212) 217-5470

A professionally staffed graphics laboratory, Print/FX has high-resolution, large-format printers to accommodate banners, CAD prints, displays, fine art prints, overlays, photography, posters, presentation graphics, and textile proofs. FabLab services include 3D printing, laser cutting, vinyl cutting, and button pin printing. The self-service area offers scanning, trimming, soft proofing, 3D desktop scanning, sensor handheld 3D scanning, haptic pens, and Wacom Cintiqs.

MARVIN FELDMAN CENTER AND THE BUSINESS AND LIBERAL ARTS CENTER

The Marvin Feldman and Business and Liberal Arts centers house academic and specialized classrooms, cutting and sewing labs, design studios, a multimedia foreign languages lab, knitting labs, and the Morris W. and Fannie B. Haft Theater. Specialized facilities include the fabrics and findings lab, which replicates the resources and techniques used by working fashion designers. Also located in these buildings are the academic and administrative offices for the Jay and Patty Baker School of Business and Technology and the School of Liberal Arts.

Peter G. Scotese Computer-Aided Design and Communications Center

Room C220, (212) 217-3520

The center enables Art and Design students to explore technology for use in advertising, animation, fashion, interiors, packaging, photography, textiles, and toys. Baker School of Business and Technology students use the labs for patternmaking, textile development, production management, and more. The center is also available to students in the schools of Liberal Arts and Graduate Studies and the Center for Continuing and Professional Studies.

The center offers access to both Mac and Windows operating systems, and supports specialized coursework in various programs. Labs are available with peripherals and software applications from Adobe, Apple, AutoDesk, Corel, Dassault Systèmes, Gerber, IBM, JDA, Lectra, NedGraphics, Nemetschek, Pointcarré, Pulse, Stoll, and many others.

DAVID DUBINSKY STUDENT CENTER

This eight-story building offers facilities for both academic and extracurricular activities. These include arts and crafts studios, lounges, the student-run Style Shop boutique, student government and club offices, a radio station, gyms and dance studios, and a state-of-the-art fitness center. Students are encouraged to take advantage of the full range of services and activities offered by Student Life, located on the seventh floor. Also in the center are Health Services, the Counseling Center, Disability Support Services (FIT-ABLE), Educational Opportunity Programs, and Financial Aid Services. The dining hall and Barnes & Noble bookstore are here as well.

Academic facilities in Dubinsky include the Toy Design lab, Jewelry Design studios, the Annette Green Fragrance Foundation Studio, the design/research lighting lab, and a television studio.

SHIRLEY GOODMAN RESOURCE CENTER

The center, on Seventh Avenue, houses the Gladys Marcus Library, The Museum at FIT, and the School of Graduate Studies.

Gladys Marcus Library

(212) 217-4340
fitnyc.edu/library

The library, on the fourth, fifth, and sixth floors of the Goodman Resource Center, holds more than 300,000 print, nonprint, and digital resources. The periodicals collection includes more than 400 current subscriptions, specializing in international design and trade publications. Electronic resources include more than 150 searchable databases hosted by FIT, the New York State Library, and SUNYConnect. All databases are available remotely, via login, 24 hours a day. The library also offers specialized resources, such as fashion and trend forecasting services, FIT Archive on Demand, and sketch collections.

The library includes three classrooms, Mac and PC workstations, printers, scanners, and self-service copiers. The library entrance is on the fifth floor, which is home to Research and Instructional Services, Access Services, and the main book collection. The sixth floor holds open lab areas, a maker space, an art resource lab, and VR stations. On the fourth floor are print newspapers and periodicals, forecasting services, and the Special Collections and College Archives unit.

Special Collections holds rare books that have been vetted for rarity or importance in the fields of fashion, textile, costume, interior design, and other creative areas. The collection includes more than 6,000 linear feet of periodicals, oral histories, and designer scrapbooks. Our unique manuscript collections contain works on paper, including many original designer sketches, and are especially strong in documenting American fashion design from the late 19th century through the 1970s and the history of New York City's Seventh Avenue Garment District. Many resources are available online. Special Collections is accessible by appointment only.

Collection highlights include:

- A. Beller and Company fashion sketches
- Bergdorf Goodman Custom Salon fashion sketches
- Marc Bohan for Christian Dior fashion sketches
- Lucile, Lady Duff Gordon manuscript collection
- FIT Talks, an oral history program of the creative industries

The Museum at FIT
(212) 217-4530
fitnyc.edu/museum

The Museum at FIT, accredited by the American Alliance of Museums, is New York City's only museum dedicated to the art of fashion. Founded in 1969 by the Fashion Institute of Technology, the museum collects, conserves, documents, exhibits, and interprets fashion. Its mission is to advance knowledge of fashion through exhibitions, programs, and publications. The museum organizes an extensive program of specialized classes, tours, and lectures, including an annual fashion symposium.

The museum's permanent collection encompasses more than 50,000 garments and accessories, dating from the 18th century to the present, with a particular strength in women's fashion by designers such as Azzedine Alaïa, Balenciaga, Chanel, Dior, Halston, and Charles James. There are more than 4,000 pairs of shoes in the collection, as well as 30,000 textiles, dating from the fifth century to the present. The museum's collecting policy focuses on aesthetically and historically significant directional clothing, accessories and textiles, and visual materials, such as photographs, with an emphasis on contemporary avant-garde fashion.

The museum has three galleries. The largest gallery, located on the lower level, is devoted to special exhibitions, which receive extensive coverage in the media. The Fashion and Textile History Gallery is the only venue in the United States to offer a permanent (rotating) display of 250 years of fashion, drawn solely from the museum's collections. Gallery FIT is dedicated to student and faculty exhibitions.

All exhibitions are free to the public, and the museum attracts more than 100,000 visitors a year. Museum hours are Tuesdays through Fridays, noon to 8 pm, and Saturdays, 10 am to 5 pm.

School of Graduate Studies
(212) 217-4300
fitnyc.edu/gradstudies

FIT offers seven graduate programs. The Master of Arts programs are Art Market Studies; Exhibition and Experience Design; and Fashion and Textile Studies: History, Theory, Museum Practice. The Master of Fine Arts programs are Fashion Design and Illustration. The Master of Professional Studies programs are Cosmetics and Fragrance Marketing and Management and Global Fashion Management. The administrative and faculty offices, classrooms, laboratories, study collections, and research room for the graduate programs are housed on the third, fourth, and sixth floors of the Goodman Center.

RESIDENCE HALLS

FIT's four residence halls house a total of 2,300 students.

- **Coed Hall:** Offers traditional double and triple accommodations, double apartments, and a limited number of quad apartments.
- **Nagler Hall:** Female-only residence hall offering mainly traditional-style double accommodations (without air conditioning) and a limited number of air-conditioned double and single apartments.

- **Alumni Hall:** Offers quad apartments only.
- **George S. and Mariana Kaufman Hall:** For current/returning FIT students and summer housing for visiting interns. Comprised of mainly double apartments, with a limited number of triple, quad, and single apartments available.

Alumni Hall, Coed Hall, and Nagler Hall are on the West 27th Street campus. Kaufman Hall is in the nearby Hudson Yards neighborhood; shuttle service to campus is provided. For more information, see Residential Life (p. 78).

THE CONFERENCE CENTER AT FIT

The Conference Center at FIT features conference and training rooms for industry seminars and workshops. The Conference Center also houses the John E. Reeves Great Hall, a nearly 6,400-square-foot venue for exhibitions, fashion shows, lectures, trade shows, and other large events.

CLERY STATEMENT

The safety and well-being of FIT's students, faculty, staff, and visitors is of paramount importance. Pursuant to the Jeanne Clery Disclosure of Campus Security Policy and Campus Crime Statistics Act, FIT publishes an annual report containing crime statistics and statements of security policy, accessible online at fitnyc.edu/safety/statistics. A paper copy of the report will be provided upon request by contacting Public Safety's administrative office number at (212) 217-4999.

Alumni of FIT

FIT alumni are found at all levels of today's global creative economy. They are influential leaders in a range of fields, and they engage in the life of the college to benefit generations of students. They serve as guest lecturers and mentors, internship and scholarship sponsors, and members of department advisory groups. Each new graduate joins this talented, supportive community.

Distinguished FIT alumni include:

- Leslie Blodgett, creator, bareMinerals
- Fran Boller, executive vice president, Nike
- Tony Chi, president and CEO, tonychi and associates
- David Chu, CEO and creative director, Georg Jensen, and founder, Nautica
- Randy Fenoli, television personality and CEO, Randy Fenoli Enterprises, Inc.
- William Frake, motion picture animator and three-time Emmy award winner
- Nina Garcia, editor in chief, *Elle*
- Norma Kamali, president and fashion designer, Norma Kamali, Inc.
- Calvin Klein, founder, Calvin Klein, Inc.
- Michael Kors, chief creative officer, honorary chairman, and director, Michael Kors Holdings Ltd.
- Nanette Lepore, fashion designer and founder, Robespierre, Inc.
- Raymond Matts, fragrance designer and founder, Raymond Matts LLC
- Bibhu Mohapatra, fashion designer
- Ivy Ross, vice president, design for hardware products, Google
- James Rothwell, vice president creative director, Wunderman
- Ralph Rucci, fashion designer
- Suzanne Tick, textile designer and founder, Suzanne Tick, Inc.
- Dave Voss, chief creative officer, Loot Crate

Admissions

Selection of Applicants for Associate Degree Programs (p. 13)

Selection of Applicants for Baccalaureate Degree Programs (p. 17)

International Applicants (p. 19)

Additional Information (p. 20)

Special Assistance (p. 19)

Visiting Students (p. 20)

Selection of Applicants for Associate Degree Programs

FIT is a public institution that prepares students for a wide range of careers in creative business and design professions. Academic accomplishments, achievements that predict success on the college level, and demonstrated talent are factors that the Admissions Committee considers when evaluating applications. All applicants—whether intending to study full-time or part-time—must meet the same admissions standards.

FIT believes that a person's creative and leadership abilities are revealed through participation in activities in any of several fields, such as governing organizations, student clubs, or the visual and performing arts. The Admissions Committee would like to know about all accomplishments in which applicants take pride. All applicants are required to submit a personal essay indicating why they selected their particular major, and highlighting all activities or accomplishments.

All applicants to School of Art and Design programs must offer evidence of artistic and creative ability through the submission of a portfolio.

STUDENT CATEGORIES

FIT offers a variety of study schedules during the fall and spring semesters and summer and winter sessions in order to meet the needs of its students. The following definitions provide clarification of the student categories at FIT. Not all student categories are mutually exclusive—one-year students, for example, are also full-time students.

Matriculated Students

Matriculated students are those who are enrolled in an FIT degree program, whether undergraduate or graduate, full- or part-time. The majority of their classes take place during the day; however, some evening classes are also available.

Matriculated Evening/Weekend FIT offers a number of evening/weekend degree programs (see Curricula Overview (p. 23)). Courses in these programs are scheduled during the evening and/or weekend.

Full-Time Full-time undergraduate students are enrolled for 12 or more credits per semester.

Part-Time Part-time undergraduate students are enrolled for less than 12 credits per semester.

One-Year One-year students are matriculated undergraduates enrolled in a one-year associate degree program who have earned a minimum of 30 transferrable credits from a previous institution.

Nonmatriculated Students

Nonmatriculated students are those who have not been admitted to a degree program but are enrolled in at least one course. Students who hold a high school diploma or a General Equivalency Diploma (GED) may register for courses and complete certificate programs offered at FIT by completing the appropriate non degree or certificate application. Courses that are open to nonmatriculated students are typically scheduled during the evening and on the weekend; they may or may not carry college credit. Some credit-bearing courses are reserved for matriculated students only. All students must meet prerequisite requirements for any course they plan to take. All students who wish to seek a degree must apply through a formal admissions process before accumulating more than 24 credits (see Matriculation Status Policy (p. 34) for details on how many credits taken in nonmatriculated status may be applied to a degree).

ADMISSIONS PROCESS

Applicants who have taken either Advanced Placement (AP) or College-Level Examination Programs (CLEP) exams must contact the College Board and request that official test scores be sent directly to the FIT Admissions Office.

1. Go to fitnyc.edu/admissions and complete the FIT/SUNY application online. Students must apply to a specific major program of study.
2. After the online application is completed, applicants submit their high school transcripts, and all college transcripts, to FIT's Admissions Office. The mailing address for transcripts is:
   Fashion Institute of Technology
   Admissions Office
   227 West 27th Street, Room C139
   New York, NY 10001-5992
3. Applicants will submit a personal essay online after receiving an email with instructions to access MyFIT (myfit.fitnyc.edu).
4. Applicants to School of Art and Design programs will receive portfolio requirements specific to their major, and submission instructions.

APPLICATION RECOMMENDED FILING DATES FOR ADMISSION TO ASSOCIATE DEGREE PROGRAMS

Application Submission

All applications are reviewed in the order they are received and are completed. An application is complete when all transcripts, essays, and other required materials are on file in the Admissions Office. Applicants should refer to information specific to their intended program of study for requirements. In addition, all applicants whose native language is not English must provide an official Test of English as a Foreign Language (TOEFL) score, International English Language Testing System (IELTS) score, or Pearson Test of English (PTE) score. This includes applicants who have been living in the United States.

Application Deadlines for Associate Degree Programs

Domestic and international applicants use the same application when seeking admission to FIT. Visit fitnyc.edu/admissions for additional information.

- No later than **January 1** for the fall semester.
- No later than **October 1** for the spring semester.

Students who have not completed applications by **February 1** for the fall semester or **November 1** for the spring semester risk being closed out of the major of their choice.

Readmission

Students who seek readmission to FIT should notify Admissions in writing or online at fitnyc.edu/readmission prior to the intended semester of reentry.

- No later than **January 1** for the fall semester.
- No later than **October 1** for the spring semester.

ADDITIONAL APPLICATION MATERIALS

Transcripts

Transcripts must be sent directly to FIT. Transfer students who have not yet earned their college degree must submit a high school transcript with proof of high school graduation.

Applicants educated outside the United States should refer to the International Applicant Credentials information at fitnyc.edu/internationalapplicants.

TOEFL/IELTS/PTE Scores

Applicants whose native language is not English must provide an official Test of English as a Foreign Language (TOEFL) score, an International English Language Testing System (IELTS) score, or a Pearson Test of English (PTE) score.

TOEFL: The minimum TOEFL score requirement depends on which test format you are using:

1. Internet-based test (IBT): Minimum score must be 80.
2. Computer-based test: Minimum score must be 213.

IELTS: The minimum band score of 6.5 in the academic module is required.

PTE: A minimum score of 53 must be met.

A current TOEFL, IELTS, or PTE score is required. The score must be no more than 5 years old on the date of anticipated enrollment.

Applicants who have completed an English composition course at a college in the United States are not exempt from taking the TOEFL, IELTS, or PTE.

Students who have completed less than four years of English (not ESL) at a U.S. high school are required to take the TOEFL, IELTS, or PTE.

For information about scheduling the TOEFL exam and obtaining score reports, visit toefl.org. In the United States, you can call (609) 771-7100.

For information about scheduling the IELTS and obtaining score reports, visit ielts.org.

ArtworkEvaluation

All applicants to School of Art and Design programs must submit a portfolio for evaluation. After the application is received by FIT from the SUNY Application Services Center, applicants can enter MyFIT to access specific instructions and options to submit their portfolio. No portfolio is required from applicants to the Baker School of Business and Technology or School of Liberal Arts programs.

FIT will be accepting portfolios for all AAS majors and Photography and the Digital Image BFA, and Fabric Styling BFA programs, using SlideRoom. To access SlideRoom please visit: fit.slideroom.com

Departmental portfolio requirements are listed below. Please visit: fitnyc.edu/portfoliorequirements for current detailed portfolio requirements and instructions. The applicant must be the sole creator of all artwork in his or her submitted portfolio.

REQUIREMENTS FOR ADMISSION TO TWO-YEAR ASSOCIATE DEGREE PROGRAMS

Candidates for admission to the two-year AAS degree programs are evaluated according to the following criteria:

1. Candidacy for, or possession of, a high school diploma or a recognized high school equivalency degree.
2. A high school transcript showing grade point average (GPA) and transcripts from all colleges attended.
3. A personal essay describing the applicant's background and reasons for choosing FIT and the selected major. The Admissions Committee would like to know about all accomplishments in which the applicants take pride, along with career goals and personal interests. Applicants will be emailed submission instructions upon completion of the online application.
4. SAT/ACT: SAT and ACT test scores are not required for admissions purposes. They are, however, required for the Presidential Scholars Program. They are also required for placement into your English and Math classes at FIT. SAT/ACT scores should be sent directly to the following address:
   Fashion Institute of Technology
   Center for Placement, Room B623
   227 West 27th Street
   New York, NY 10001

5. For applicants whose first language is not English, an official TOEFL, IELTS, or PTE score. Students graduating from U.S. high schools with blocks of coursework completed as English as a Second Language (ESL), or who have completed less than four years of English (not ESL) at a U.S. high school, are also required to take the TOEFL, IELTS, or PTE to prove English proficiency.
6. For applicants to School of Art and Design programs, a portfolio containing representative examples of their art and design work (see Artwork Evaluation (p. 15)).
7. Applicants educated outside the United States should review the International Applicants Credentials information at fitnyc.edu/internationalapplicants.

REQUIREMENTS FOR ADMISSION TO ONE-YEAR ASSOCIATE DEGREE PROGRAMS (EFFECTIVE FALL 2015)

1. Completion of at least 30 transferable credits from an accredited college with a minimum of 24 liberal arts credits equivalent to FIT's General Education requirements: 3 credits in college-level mathematics above basic algebra (G2; B&T Majors: MA222 Statistics recommended); 3 credits in English composition (G1; Composition taken in the U.S. or in a country in which English is an official language); 3 credits in literature or speech; 3 credits in physical science, biology, or life science (G3). The remainder General Education/Liberal Arts credits are outlined below by school designation. Six (6) additional transferable elective credits are required for 30 transferable credits. Listing of FIT's General Education courses: fitnyc.edu/gened
2. For applicants to the Jay and Patty Baker School of Business and Technology and Liberal Arts: 12 liberal arts credits in General Education areas G4-G10 from a minimum of 2 different areas (4 different areas recommended) — G4: Social Science (B&T majors: SS141 Macroeconomics recommended): G5: Western Civilization; G6: Arts; G7: Humanities; G8: Foreign Language; G9: Other World Civilizations; G10: American History
3. For applicants to Art and Design: a strong portfolio containing representative examples of their art and design work (see Artwork Evaluation (p. 15)) and 6 credits of Art History, plus 6 liberal arts credits in G4-G10 areas (2 different areas recommended): G4: Social Science; G5: Western Civilization; G6: Arts; G7: Humanities; G8: Foreign Language; G9: Other World Civilizations; G10: American History
4. General Education Exemptions: An earned bachelor's degree or equivalent from an accredited four-year institution (U.S. or International) may exempt a student from all of the above liberal arts/general education requirements except 3 credits in English composition (G1; Composition taken in the U.S. or in a country in which English is an official language) and for Art and Design majors, 6 credits of Art History. If required to take English Composition or Art History, the student ideally takes the missing courses in the term before starting the degree program.

REQUIREMENTS FOR ADMISSION TO EVENING/WEEKEND DEGREE PROGRAMS

Applicants to FIT's evening/weekend degree programs adhere to the same admissions guidelines.

ACADEMIC CREDIT BY EVALUATION

Accepted applicants may apply up to 30 credits earned through published subject examinations (examples listed below) and transfer credit toward fulfillment of degree requirements at FIT. Those who have completed college-level liberal arts courses in which a grade of "C" or better has been achieved will receive credit for coursework equivalent to courses at FIT (see Transfer Credit (p. 38)).

Credit for published examinations applies to the following three tests, provided that the specified minimum performance levels are met, and that the subject examination is in an area that would normally be eligible to receive credit during an evaluation of transfer credits.

College-Level Examination Program (CLEP)
Mean score must meet or exceed the equivalent of a grade of "C" in a formal course.

Advanced Placement Program (AP)
A score of 3 or higher on a scale of 5 points used for this program.

International Baccalaureate Program
A score of 4 or higher on exams for higher-level (HL) courses.

Official test scores must be sent directly to the FIT Admissions Office by the issuing board or awarding authority. Complete information about applying for academic credit by evaluation is available in the Registrar's Office and at fitnyc.edu/registrar.

Notification
Applicants will be notified of admissions decisions in approximately early April for the Fall term. A nonrefundable tuition deposit of $150 is required of accepted applicants to reserve their space.

Fall applicants must submit their tuition deposit by **May 1**. Students who have submitted a tuition deposit may be required to meet later deadlines for registration and immunization.

Enclosed with the letter of admission are specific forms pertaining to the applicants' residency, parents' consent for medical attention (for those under 18 years of age), application for the residence halls, financial aid information, etc.

Selection of Applicants for Baccalaureate Degree Programs

The college offers 26 baccalaureate programs leading to either the Bachelor of Fine Arts (BFA) or Bachelor of Science (BS) degree. Admissions priority is given to FIT's AAS graduates, although external applicants who meet the eligibility requirements are also encouraged to apply.

FIT's AAS graduates who apply by the recommended application submission dates are given priority consideration for admission into the same major's baccalaureate-level program. Applicants must have met the General Education (p. 43) requirements and maintained the required GPA. Applicants who do not meet these criteria or who wish acceptance into another program may require an interview, or an interview and artwork evaluation.

The associate-level major pages (p. 90) show the recommended bachelor's programs available to students from each of FIT's AAS programs. Associate-level students who wish to apply to a baccalaureate-level program other than those recommended should review the courses on the applicable baccalaureate-level major (p. 135) pages and consult with the Academic Advisement Center.

Priority application filing date is no later than **January 1** for fall admission and **October 1** for spring.

ADMISSION CRITERIA FOR BACCALAUREATE DEGREE PROGRAMS

Applicants seeking admission to one of FIT's bachelors degree programs must hold an AAS degree from FIT, or an equivalent degree, or 60 appropriate credits from a four-year bachelor's degree program. They must also meet the appropriate prerequisites as required by the major, complete requisite art or specialized courses for the major, and have completed the equivalent of FIT's required AAS General Education requirements. Further requirements may include an interview with a departmental committee, review of academic standing, and artwork evaluation.

An earned bachelor's degree or equivalent from an accredited four-year institution (U.S. or international) exempts a student from General Education requirements except 3 credits in English composition (G1; Composition taken in the U.S. or in a country in which English is an official language); and for Art and Design majors, 6 credits of Art History. If required to take English composition (G1) or Art History, the student is expected to take the missing courses in the summer before starting the degree program.

Please note, FIT BS and BFA degrees require additional general education/liberal arts courses as part of the degree requirements that must be taken along with any required prerequisite courses to earn a BS or BFA from FIT.

The term **Bachelor of Fine Arts** is the designation for a professional undergraduate degree in art and design. This degree requires that 65 percent of degree credits are completed in art and design studio studies.* Students enrolled in professional undergraduate degrees in art and design are expected to develop the knowledge, skills, concepts, and sensitivities essential to the professional life of the artist/designer. In any of many possible roles, the professional must exhibit not only technical competence, but also broad knowledge of art/design, the ability to integrate art/design knowledge and skills, and an insight into the role of art/design in intellectual and cultural life.

*** Art and Design Studio Studies:**
Studies, practice, and experiences in studio subjects are of prime importance in the preparation of students for professional careers in art and design. Creative work includes, but is not limited to, conceptualization, process, product, and critique. Students must gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.

The Bachelor of Fine Arts degree in art and design is comprised of the following categories of study delineated by the National Association of Schools of Art and Design (NASAD), which sets accreditation standards.

Art and Design experiences in the major: 25 – 35%

Supportive courses in art and design: 20 – 30%

Art History: 10 – 15%

General Studies: 25 – 35%

Additional Admission Criteria for the Following BFA Programs:

Animation, Interactive Media & Game Design BFA Program

Eligible applicants to FIT's upper-division BFA program in Animation, Interactive Media & Game Design will have completed their first and second years of study, and will bring 60-64 transferable credits in art foundation, media studies, digital drawing and rendering, art history, and general education to become successful Animation, Interactive Media & Game Design students.

Fabric Styling BFA program

Eligible applicants to FIT's upper-division BFA program in Fabric Styling will have completed their first and second years of study, and must bring 60-64 transferable credits in art foundation, fashion and textile design, digital drawing and rendering, art history, and general education to FIT.

Toy Design BFA program

Eligible applicants to FIT's upper-division BFA program in Toy Design will have completed their first and second years of study, and will bring 60-64 transferable credits in art foundation, media studies, digital drawing and rendering, art history, and general education to become successful Toy Design students.

Those applicants who have not completed the requisite specialized courses for a major must complete the required "bridge" courses or an appropriate one- or two-year degree program offered by FIT before they may be considered for admission to the college's bachelor's degree programs.

For more information, please visit fitnyc.edu/majors.

NOTIFICATION

Applicants will be notified of admissions decisions in approximately early April for the Fall term. A nonrefundable tuition deposit of $150 is required of accepted applicants to reserve their space.

Fall applicants must submit their tuition deposit by **May 1**. Students who have submitted a tuition deposit may be required to meet later deadlines for registration and immunization.

Enclosed with the letter of admission are specific forms pertaining to the applicants' residency, parents' consent for medical attention (for those under 18 years of age), application for the residence halls, financial aid information, etc.

International Applicants

Applicants educated outside the United States should review the International Applicant Credentials information at fitnyc.edu/internationalapplicants for detailed information about transcript requirements.

TOEFL SCORE

Students whose native language is not English must provide an official Test of English as a Foreign Language (TOEFL), International English Language Testing System (IELTS) score, or Pearson Test of English (PTE) score.

STUDENT VISAS

In accordance with federal regulations, FIT issues I-20 forms (Certificates of Eligibility for Nonimmigrant [F-1] Student Status) to students who have been admitted to a full-time program of study. Students who wish to apply for an F-1 student visa or who hold F-1 student status must obtain an I-20 from FIT. To obtain an I-20, students must submit an International Student Financial Statement (ISFS) to FIT after being admitted to the college. The U.S. Department of Homeland Security (DHS) requires verification of the student's ability to finance studies in the United States. An estimate of expenses based on current tuition, fees, and living and personal expenses appears on the ISFS.

After notification of acceptance, a tuition deposit is required. Once the tuition deposit and the International Student Financial Statement are received, an I-20 will be issued by FIT International Student Services (ISS). The I-20 is necessary to apply for a visa at a U.S. Consulate in order to enter the United States to study and maintain F-1 status.

Those students holding F-1 status from another U.S. college must transfer their F-1 status to FIT; instructions for transfer of their SEVIS record to FIT will be sent upon receipt of the tuition deposit and the ISFS. An FIT-issued I-20 is necessary to maintain F-1 status while at FIT. To download the ISFS and for more information about applying for a visa and the terms and conditions of F-1 status, please visit the International Student Services website at fitnyc.edu/iss.

All international students must attend a mandatory orientation during their first semester of attendance. Orientation information will be sent with the I-20 and is available online.

Special Assistance

EDUCATIONAL OPPORTUNITY PROGRAMS

David Dubinsky Student Center, Room A571
212 217.4170
fitnyc.edu/eop

EDUCATIONAL OPPORTUNITY PROGRAM

FIT offers New York State residents from economically disadvantaged circumstances the opportunity to pursue a post-secondary education through its Educational Opportunity Program (EOP). Initiated at the college in 1973, EOP provides supplemental academic support and expanded student services to eligible and capable individuals who seek higher education despite long-term socioeconomic challenges. EOP's services foster academic persistence and achievement.

CHILDCARE ASSISTANCE PROGRAM

The Childcare Assistance Program (CAP) is designed to assist students with primary parenting responsibilities, helping them manage and integrate the demands of being both student and parent. CAP provides a variety of services, including childcare subsidies, family activities, individual academic and personal counseling, parenting resources, textbook subsidies, weekly peer support group meetings, and an overnight, weekend-long, career-focused retreat.

VETERANS AND SELECTIVE SERVICE

FIT has been accorded recognition as a school of higher learning by the Department of Veterans Affairs. Prospective students should obtain their VA papers as far in advance of registration as possible. Those seeking readmission to the college from the armed forces who have been admitted to the college for a date of entry prior to formal separation should notify the Admissions Office immediately following receipt of acceptance to facilitate processing of early separation procedures.

Visiting Students

This program offers selected students the opportunity to take courses at FIT in order to supplement educational programs taken at other institutions. Applicants must be attending colleges that are formally registered as part of FIT's Visiting Student Program in order to be considered. Applicants must be full-time, matriculated undergraduates at their home institution with a minimum cumulative GPA of 3.0 (on a 4.0 scale) and completion of at least 30 credits prior to starting the program. A portfolio of artwork is required for admission to School of Art and Design programs.

Applications must be made through the designated liaison at the applicant's home institution. Written approval from the designated liaison must be forwarded to the Admissions Office. Recommended application filing dates are **January 1** for fall and **October 1** for spring. Applicants must file the FIT/SUNY application online at fitnyc.edu/admissions.

Visiting students are not eligible for financial aid from FIT. They should apply for aid from their home institution.

Admission to the Accessories Design, Communication Design Foundation, and Textile Development and Marketing programs for visiting students is limited to the fall semester only. Advertising and Marketing Communications, Fashion Business Management, and Fashion Design are available in spring and fall. Majors offered through the visiting students program are subject to change.

Housing application instructions are enclosed with students' admission letters.

Applicants are admitted to a one-year AAS degree program. The FIT degree is awarded once the student has submitted proof of receipt of bachelor's degree at the home institution.

Additional Information

Consistent with SUNY policy, FIT will not inquire into criminal history in admissions applications. Instead, FIT asks about criminal history only after acceptance in order to determine eligibility to participate in housing/residential life, study abroad, an internship, or certain clinical or field experiences (each a "covered activity"). A student who discloses a prior felony conviction is not automatically barred from participation in a covered activity. The student will be required to disclose information regarding the felony convictions for review by a standing committee at FIT, consistent with the legal standards in the New York State Corrections Law. The committee may

approve participation in covered activities with or without conditions or may deny participation in covered activities. FIT may further require students to certify in applications to participate in covered activities that they have previously provided truthful information about their criminal history and that they have not since been convicted of a felony.

Students who have previously been convicted of a felony are advised that their prior criminal history may impede their ability to complete the requirements of certain academic programs. At FIT, some academic programs require the completion of an internship, but in some cases this requirement may be fulfilled by substitute academic work. Additionally, some graduate programs at FIT require international travel. Students who have questions or concerns about academic requirements are advised to contact the academic dean of their intended academic program. More information is available in FIT's policy on Admission of Persons with Prior Felony Convictions.

Curricula Overview

TWO-YEAR ASSOCIATE DEGREE PROGRAMS

Fifteen programs leading to an Associate in Applied Science (AAS) degree are offered, described on the Two-Year Associate Degree Programs (p. 90) pages. Majors are designed for full-time, two-year students, but part-time and evening/weekend programs leading to the AAS degree are available in some majors.

The 15 two-year associate degree programs are:

School of Art and Design

- Accessories Design
- Communication Design Foundation
- Fashion Design*
- Fine Arts
- Illustration
- Interior Design*
- Jewelry Design
- Menswear
- Photography and Related Media
- Textile/Surface Design

Jay and Patty Baker School of Business and Technology

- Advertising and Marketing Communications*
- Fashion Business Management*
- Production Management: Fashion and Related Industries
- Textile Development and Marketing

School of Liberal Arts

- Film and Media

* Program takes in entering classes in both the fall and spring semesters.

ONE-YEAR ASSOCIATE DEGREE PROGRAMS

Seven one-year AAS programs are offered for students who have completed at least 30 transferable credits at a college, with 24 credits equivalent to FIT's General Education requirements, or who hold a four-year degree from a college. These programs are described on the One-Year Associate Degree Programs (p. 90) pages.

The seven one-year associate degree programs are:

School of Art and Design

- Accessories Design
- Communication Design Foundation
- Fashion Design*
- Textile/Surface Design

Jay and Patty Baker School of Business and Technology

- Advertising and Marketing Communications*
- Fashion Business Management*
- Textile Development and Marketing

* Program takes in entering classes in both the fall and spring semesters.

BACCALAUREATE DEGREE PROGRAMS

Fourteen programs leading to a Bachelor of Fine Arts (BFA) degree and 12 leading to a Bachelor of Science (BS) degree are offered, described on the Baccalaureate Degree Programs (p. 135) pages. Majors offered by the School of Art and Design lead to the BFA degree; majors offered by the Jay and Patty Baker School of Business and Technology and the School of Liberal Arts lead to the BS degree. Majors are designed for full-time, two-year students, but part-time and evening/ weekend students may also meet the requirements in some of the majors.

The 26 baccalaureate degree programs are:

School of Art and Design

- Accessories Design
- Advertising & Digital Design
- Computer Animation and Interactive Media
- Fabric Styling
- Fashion Design (with specializations in Children's Wear, Intimate Apparel, Knitwear, Special Occasion,
  and Sportswear)
- Fine Arts
- Graphic Design
- Illustration
- Interior Design*
- Packaging Design
- Photography and the Digital Image
- Textile/Surface Design
- Toy Design
- Visual Presentation and Exhibition Design

Jay and Patty Baker School of Business and Technology

- Advertising and Marketing Communications*
- Cosmetics and Fragrance Marketing
- Direct and Interactive Marketing
- Entrepreneurship for the Fashion and Design Industries
- Fashion Business Management*
- Home Products Development
- International Trade and Marketing for the Fashion Industries*
- Production Management: Fashion and Related Industries
- Technical Design
- Textile Development and Marketing

School of Liberal Arts

- Art History and Museum Professions
- Film and Media

* Program takes in entering classes in both the fall and spring semesters.

EVENING/WEEKEND DEGREE PROGRAMS

fitnyc.edu/evening_weekend

FIT provides students with the opportunity to complete an associate or baccalaureate degree through evening and/or weekend study. These programs are coordinated by the academic departments and schools. All associate programs lead to the AAS degree; baccalaureate programs lead to the BS degree.

The associate degree programs available through evening/weekend study are:

School of Art and Design

- Fashion Design

Jay and Patty Baker School of Business and Technology

- Advertising and Marketing Communications (one-year option also available)
- Fashion Business Management (one-year option also available)

The baccalaureate degree programs available through evening/weekend study are:

Jay and Patty Baker School of Business and Technology

- Advertising and Marketing Communications
- Fashion Business Management
- International Trade and Marketing for the Fashion Industries

ONLINE DEGREE PROGRAMS

FIT offers two degrees that can be completed fully online.

Jay and Patty Baker School of Business and Technology

- Fashion Business Management One-Year AAS degree program
- International Trade and Marketing for the Fashion Industries BS degree program

CREDIT CERTIFICATE PROGRAMS

FIT offers a number of credit certificate programs that provide students with the opportunity to enhance their skills in specialized fields. Nonmatriculated students may enroll in credit certificate programs. Upon successful completion of a concentrated sequence of credit-bearing courses, and with faculty recommendation, students are granted a certificate of completion.

Aron and Esther Goldfarb Leather Apparel (HEGIS 5012)

Designed for students seeking additional knowledge in the area of leather apparel design and construction, this program offers certificates in either a menswear or women's wear concentration.

The program consists of four courses

AP 241	Leather Apparel Design Room Techniques	2.5
AP 253	Leather Apparel Design	2.5
AR 152	Leather Apparel Portfolio	2.5
LD 112	Decorative Leather Techniques	2.5

CAD for Fashion Designers–Art (HEGIS 5012)

CAD for Fashion Designers–Art provides students with the technical skills required to create fashion design presentation products, such as digital trend concept boards and computer-generated portfolios.

NOTE: Students must have taken the following courses prior to entering the certificate program: AR 101 or FF 111 or FF 113 or approval of Fashion Design - Art assistant chairperson.

The program consists of five required courses:

AR 115	Introduction to CAD Software for Fashion Designers	2
FF 241	Fashion Design Computer: Photoshop	1.5
FF 242	Fashion Design Computer: Illustrator	1.5
FF 243	Digital Flats and Specs	1.5
FD 342	CAD for Fashion Design and Development	2

Draping Techniques (HEGIS 5012)

Intended primarily for those who wish to enhance their draping skills without enrolling in a degree program, Draping Techniques presents students with projects that incorporate both draping and patternmaking techniques, covering a variety of approaches and methods in analyzing and developing patterns.

The program consists of four sequential courses offered over four semesters:

DP 111	Draping Proficiency I	2.5
DP 112	Draping Proficiency II	2.5
DP 211	Draping Proficiency III	2.5
DP 212	Draping Proficiency IV	2.5

Gemology (HEGIS 5012)

The Gemology certificate program is designed to meet the demands of a growing segment of the jewelry industry for employees with more in-depth knowledge of gems and gemstones. Students gain additional knowledge and hands-on skills necessary to work effectively in the jewelry industry and increase their marketability.

The program consists of four - five courses offered over three semesters:

JD 141	Introduction to Diamonds	2
JD 241	Introduction to Gemology	2-3
or JD 142	Gemology and Gem Identification	
JD 281	Diamond Grading	2
JD 243	Gemology II	2-3
or JD 142	Gemology and Gem Identification	
JD 244	Gemology III	3

Haute Couture (HEGIS 5012)

Haute Couture provides students with the design skills and techniques used in the manufacture of custom, made-to-measure women's clothing.

NOTE: Students must have taken the following courses prior to entering the certificate program: DP 111 or FD 131 or TL 111, FF 211, DP 212 or FD 112, or approval of assistant chairperson.

The program consists of five sequential courses in fashion design offered over a three-semester time span:

AP 242	Haute Couture Sewing Techniques	2.5
AP 243	Haute Couture Decorative Techniques and Embellishments	2.5
AP 244	Haute Couture Construction and Technology	2.5
AP 275	Haute Couture Apparel Design	3
AR 292	Haute Couture Portfolio	2.5

Ladies Tailoring Techniques (HEGIS 5012)

This program was developed in response to the demand for classic, quality apparel for women's tailored clothes. Projects range from fundamental to more advanced skills and processes in ladies tailoring and prepare students for positions as tailors or tailor's assistants in sample rooms and custom tailoring shops.

Ladies Tailoring Techniques consists of four sequential courses offered over a four-semester time span:

TL 111	Ladies Tailoring I	2.5
TL 112	Ladies Tailoring II	2.5
TL 211	Ladies Tailoring III	2.5
TL 212	Ladies Tailoring IV	2.5

Millinery Techniques (HEGIS 5012)

Developed in response to the renewed demand for quality headwear, Millinery Techniques helps students develop skills that will meet the most stringent demands of the industry and the consumer. Projects range from fundamental to more advanced skills and processes in millinery techniques.

The program consists of six sequential courses offered over a four-semester time span:

ML 113	Blocking Techniques for Hats	2.5
ML 115	Fabric Hat Construction	2.5
ML 116	Cold Weather Headgear	2.5
ML 123	Contemporary Men's Hats	2.5
ML 241	Bridal and Special Occasion Headwear	2.5
ML 243	Creative Design in Headwear	2.5

Patternmaking (HEGIS 5012)

The program in Patternmaking provides students with the knowledge, craftsmanship skills, and techniques in draping, marker making, patternmaking, and sample-making required to meet the challenges of the industry.

NOTE: Fashion Design students must have taken the following courses prior to entering the certificate program: FD 111 or FD 121.

The program consists of the following five courses offered over a three-semester time span:

PM 121	Patternmaking I: Misses' and Women's Wear	2
PM 122	Patternmaking II: Misses' and Women's Wear	2
PM 171	Pattern Grading: Misses' and Women's Wear	2
PM 233	Patternmaking: Misses' Sportswear	2
PM 255	Fit Analysis and Technical Documentation	2

Performance Athletic Footwear (HEGIS 5012)

The Performance Athletic Footwear certificate program is designed to provide the knowledge and skills required to work effectively within the athletic footwear industry. It also addresses a service area within the accessories industry referred to as "ath-leisure."

The program consists of the following four courses offered over a three- to four-semester time span:

LD 181	Ergonomics for Athletic Footwear	2
LD 182	Performance Materials for Athletic Footwear	2
LD 184	Athletic Footwear Sketching	2.5
LD 185	Athletic Footwear Drafting	2.5

Liberal Arts

Business and Liberal Arts Center, Room B623, (212) 217-4320
fitnyc.edu/liberalarts

Every degree program at FIT has at its core a required, comprehensive liberal arts curriculum, taught by the faculty of the college's School of Liberal Arts. Education in the liberal arts develops students' critical thinking and communications skills, provides them with a diverse and global perspective, and nurtures interests that can enrich and inform their professional and personal lives.

The School of Liberal Arts also administers the liberal arts minors, FIT's Presidential Scholars honors program, the Film and Media AAS program, the Film and Media BS program, and the Art History and Museum Professions BS program.

PRESIDENTIAL SCHOLARS

Business and Liberal Arts Center, Room B602, (212) 217-4590
fitnyc.edu/honors

Presidential Scholars is FIT's honors program, providing motivated and gifted students the opportunity to take part in specially designed liberal arts courses, interdisciplinary group projects, monthly colloquia, and extracurricular activities—arts performances, cultural institution visits, and outdoor adventures—that use the entire landscape of New York City as an extended campus. Presidential Scholars receive an annual merit stipend and are afforded priority registration.

Students must complete a separate application for the Presidential Scholars program. For the associate-level program, competitive admission is based on class rank, high school GPA, and SAT scores. For the baccalaureate-level program, students must have a GPA of 3.5. Information about and applications for the Presidential Scholars program can be found on the program's website.

LIBERAL ARTS DEPARTMENTS

The Educational Skills Department (ES) offers courses in English as a second language and college-level preparation in reading and writing.

The English and Communication Studies Department (EN) offers courses in literature, speech, writing and creative writing.

The Film, Media and Performing Arts Department offers courses in film studies and film production (FI), music (MU), health education (HE), and dance and physical education (PE), including individual and team activities.

The History of Art Department (HA) offers a variety of history of art and civilization courses representing both Western and non-Western cultures. It also administers the interdisciplinary Art History and Museum Professions BS program.

The Modern Languages and Cultures Department offers courses in Arabic (AB), French (FR), Italian (IT), Japanese (JA), Mandarin Chinese (CH), Portuguese (PO), and Spanish (SP).

The Science and Mathematics Department offers courses in biology, environmental science and physical science (SC) mathematics, and computer science (MA).

The Social Sciences Department offers courses in six disciplines: economics (SS), history (HI), political science (SS), psychology (SS), sociology (SS), and philosophy (PL).

Liberal Arts Requirements for Associate Degree Students

All students are required to submit SAT/ACT scores in order to be placed at the appropriate course level. Based upon placement test scores, some students are required to take developmental courses in Educational Skills (ES) or mathematics (MA) in addition to the general requirements listed below. For placement test exemption information, see Requirements for Degree Completion (p. 34) or visit fitnyc.edu/placementtests.

All two-year AAS degree students must complete a total of at least 24 general education/liberal arts credits. Some majors require specific courses within these general requirements. Please refer to the specific major page, in the Degree Programs (p. 88) section of this catalog, for more information.

General Education Exemptions: An earned bachelor's degree or equivalent from an accredited four-year institution (U.S. or international) may exempt a student from all of the above liberal arts/general education requirements except 3 credits of English Composition (G1; Composition taken in the U.S. or in a country in which English is an official language); and for Art and Design majors, 6 credits of Art History.

Liberal Arts Requirements for Baccalaureate Degree Students

Liberal arts requirements for bachelor's degree students may vary by major. Refer to the specific major's page in the Degree Programs (p. 88) section of this catalog for more information.

Academic Minors

Students at FIT have the opportunity to pursue an academic minor, a selection of courses focused on a particular discipline or a combination of disciplines. This provides a more cohesive program of study and a deeper understanding of the chosen fields. Upon successful completion of the selected courses in a minor with a 2.0 or higher GPA, the minor is recorded on the student's transcript. There are a wide range of options, including American Studies, Asian Studies, Caribbean Studies, Communication Studies, Dance, Economics, English: Literature and/or Writing, Ethnic Dress in a Global Context, Fashion History Theory and Culture, Film and Media Studies, French, History, History of Art, International Politics, Italian, Italian Studies, Japanese, Latin American Studies, LGBTQIA Studies, Mandarin Chinese, Mathematics, Middle East and North African Studies, Psychology, Sociology, Spanish, Women and Gender Studies, 3-Dimensional Design, Color Studies, Creative Technology, Design Thinking, International Trade and Marketing, and Ethics and Sustainability.

For information about Academic Minors, visit: http://www.fitnyc.edu/academic-advisement/academic-minors/index.php

Students should contact the Academic Advisement Center, fitnyc.edu/academic-advisement, to select and schedule a minor along with their major.

Career and Internship Center

Career and Internship Services Office, Business and Liberal Arts Center, B202, (212) 217-3000
Internship Studies Office: Marvin Feldman Building, C504
fitnyc.edu/cic

Functioning within the Division of Academic Affairs, FIT's Career and Internship Center is highly regarded for the college-credit-bearing experiential learning programs and career guidance it offers. The center's mission is to help students learn how to identify good career fits and make successful career decisions in today's competitive global market, advance their careers, and market themselves throughout their professional lives in a wide range of fields.

The Career and Internship Center is comprised of two departments: **Career and Internship Services** and **Internship Studies**. The Career and Internship Services unit provides career and internship counseling, job search assistance, and related programming to students and alumni. Internship Studies, an academic department, develops and implements curriculum.

The college maintains strong alliances with organizations ranging from design, communications, and merchandising to museums and other nonprofits. Lifetime career services are offered to all FIT alumni, and students are encouraged to utilize the office's resources from the start of their education. Students participate in customized, semester-long experiential learning that integrates theory (classroom and online pedagogy) and practice (credit internships) focusing on the areas of career and personal development. Each academic year, FIT provides more than 1,500 students in more than 25 academic majors with credit-bearing internships at sponsor organizations. Approximately 90 percent of the graduating class that moved into the world of work reported being employed when surveyed after graduation.

Center for Continuing and Professional Studies

Conference Center at FIT, lower level, (212) 217-3334
fitnyc.edu/continuinged

The Center for Continuing and Professional Studies offers courses, in the classroom and online, to those interested in advancing their professional careers or educational goals. Courses are open to the public and span a range of topics, including art, business, design, digital technology, entrepreneurship, fashion, marketing, and retailing. In addition to free-standing courses, professional development certificates and special intensive courses of study are available. The center offers its programs through Professional Studies, Enterprise Studies and Digital Design, and Precollege Programs. The center offers a comprehensive group of English as a Second Language programs in association with Educational Skills for those who need English for career betterment or to apply to U.S. colleges, including Intensive English Language at FIT, which provides an opportunity to study a comprehensive selection of courses for a full semester, in either the fall or spring.

Professional Studies

Professional Studies focuses on the corporate global training needs of fashion-related industries, as well as the enrichment needs of industrial artists and designers. Noncredit certificates of professional development are offered on topics such as Brand Management Experience, Certified Technical Designer, Color Specialist, Digital Analytics: Fashion Marketing and Retailing, Fashion Styling, Image Consulting, and Omni-Channel Retail.

Enterprise Studies and Digital Design

Enterprise Studies and Digital Design provides information and resources for small businesses and freelancers. Hands-on computer workshops keep designers and business people up to date on software tools. It offers six noncredit certificates of professional development: Creative Enterprise Ownership, Sustainable Design Entrepreneurs, and Computer Essentials (Fashion Design, Graphic Design, Web Design, and Video). The center also secures grant funding to develop free or low-cost programs that help meet the needs of entrepreneurs and New York City's fashion industry.

Precollege Programs

Precollege Programs offer courses for middle and high school students in the college's many areas of expertise. During the school year it offers two programs titled Saturday Live and Sunday Live, each presented over 11 weekends. In the summer, there is a three-week Summer Live program. Intensive four-day workshops offered each spring, summer, and fall are especially attractive to families living outside the New York City metropolitan area.

International Programs

B119, (212) 217-5380
fitnyc.edu/study-abroad/

The Office of International Programs coordinates the opportunities for students to study abroad for a year, a semester, or three to four weeks in the summer or winter sessions. Students may also study abroad through SUNY (https://www.suny.edu/studyabroad/) or the College Consortium for International Study (https://www.CCISabroad.org). Applicants are selected competitively and are generally required to have a minimum GPA of 3.0. Students must develop an advisement plan with their department's chairperson or study abroad faculty coordinator that lists the courses they are approved to complete abroad so they may transfer credit back to the FIT degree program.

Short-Term Study Abroad and Internship Programs
FIT conducts a number of international short study courses in subjects such as Art History, Spanish, Japanese, Cosmetics and Fragrance Marketing, Graphic Design, Photography, Menswear, Illustration, Textile/Surface Design, and Packaging Design, during the summer and winter sessions in a variety of locations, including China, India, Japan, Korea, France, Spain, and Italy. Students receive 2, 2.5, 3, or 4 FIT credits upon completion of a short-term study abroad program. FIT also offers four- to eight-week internships abroad during the summer session in England, China, France, Germany, Spain, Sweden and Australia. For more, see fitnyc.edu/study-abroad/programs/short-term

FIT in Italy
FIT in Italy programs are additional locations accredited by the Middle States Commission on Higher Education, 3624 Market Street, Philadelphia, PA 19104 (MSCHE.org). FIT in Italy Art and Design programs are also accredited by the National Association of Schools of Art and Design (nasad.arts-accredit.org). Students must spend at least one year at FIT in New York City.

Florence:
Location: Polimoda, Villa Favard, Via Curtatone 1, 50123 Florence, Italy

AAS degree students in the Fashion Design in New York and Florence program can spend one academic year in New York City and one academic year in Florence. Students may study abroad in their first or second year. Select students may also participate for the third semester (Fall) only. Courses are taught in English and students receive FIT credits toward their degree for courses completed.

Students accepted into the BS Fashion Business Management degree program in New York and Florence can study in Florence for their third year (fifth and sixth semesters) or for the fifth or sixth semesters only, returning to New York City to complete their program. Courses are taught in English and students receive FIT credits toward their degree for courses completed.

Students of all majors have the opportunity to take Liberal Arts courses during a Spring semester in Florence, Italy.

Milan:
Location: Politecnico Di Milano, piazza Leonardo da Vinci 32 - 20133 Milan, Italy

Students accepted into the BFA degree in Fashion Design Sportswear or Knitwear specializations can spend their third or fourth academic years in New York City or Milan, or may spend their fifth or sixth semester in Milan. Courses are taught in English and students receive FIT credits toward their degree for courses completed.

FIT at SUNY Korea

FIT at SUNY Korea programs are accredited by the Middle States Commission on Higher Education, 3624 Market Street, Philadelphia, PA 19104 (MSCHE.org). FIT in SUNY Korea Art and Design programs are also accredited by the National Association of Schools of Art and Design (nasad.arts-accredit.org).

Incheon:

Location: Songdo Global University Campus, Songdo Moonwha-Ro 119, Yeonsu-Gu, Incheon, South Korea 406-840

The AAS program in Fashion Business Management and the AAS program in Fashion Design are accredited additional locations for FIT at SUNY Korea. Students are required to spend their first and second academic years in Korea. Courses are taught in English and students receive FIT credits toward their degree for courses completed.

Other Semester Study Abroad Programs

Courses are taught in English

Australia:

- RMIT University, for Fashion Design, Fashion Business Management, Production Management, Advertising & Digital Design

Canada:

- Nova Scotia College of Art and Design, for Textiles/Surface Design

Chile:

- Duoc UC (School of Design), for Fashion Design

China:

- Donghua University (DHU) Semester in Shanghai Program, for Fashion Business Management, International Trade and Marketing
- Hong Kong Polytechnic University (HKPU), for Fashion Design, Fashion Business Management, Production Management

France:

- American University of Paris, for Advertising and Marketing Communications, Fashion Business Management, International Trade and Marketing, Entrepreneurship, and Art History and Museum Professions
- American Business School in Paris, for Advertising and Marketing Communications, Fashion Business Management
- ISCOM Paris, for Advertising and Marketing Communications
- Paris College of Art (PCA), for Photography

England:

- Arts University of Bournemouth, for Graphic Design
- Central Saint Martins (University Arts London), for Fashion Design
- Chelsea College of Arts (University Arts London), for Graphic Design, Textile/Surface Design
- Falmouth University, for Advertising & Digital Design
- University for the Creative Arts, Farnham, for Advertising & Digital Design
- Leeds College of Art, for Advertising & Digital Design
- Nottingham Trent University (NTU), for Fashion Design, Fashion Business Management, Graphic Design
- University of Westminster, for Fashion Business Management

Scotland:

- Heriot Watt University, for Textile/Surface Design

Denmark:

- KEA (Copenhagen School of Design and Technology, "Københavns Erhvervsakademi"), for Direct and Interactive Marketing

Finland:

- Lahti University of Applied Sciences, for Packaging Design

Italy:

- American University of Rome (AUR), for Advertising and Marketing Communication, Fashion Business Management, International Trade and Marketing, Entrepreneurship
- Florence University of the Arts, for Photography, Interior Design

Mexico:

- Iberoamericana University, for Graphic Design, Fashion Design, Textile/Surface Design

New Zealand:

- Otago Polytechnic, for Graphic Design

SUNY Study Abroad Programs
With departmental approval, students may also study abroad through one of the 800+ programs offered by SUNY for a semester, summer, or winter session (suny.edu/studyabroad/)

CCIS Study Abroad Programs
FIT is a member of the College Consortium for International Study (CCIS), which includes approximately 100 colleges across the United States that offer study abroad programs. Under the auspices of the CCIS Consortium students can study at institutions around the globe with departmental approval, including Lorenzo de' Medici in Florence (CCISabroad.org).

Online Learning

fitnyc.edu/onlinelearning

FIT offers more than 500 online course sections per year, enabling students with busy schedules to do their coursework online any time of the day. In addition, FIT also offers the associate degree in Fashion Business Management and the bachelor's degree in International Trade and Marketing for the Fashion and Design Industries as fully online programs. Online courses have the letters "OL" next to them in the course listings.

Online learning at FIT is both interactive and collaborative. Students receive instruction, submit assignments, and actively participate in discussions from anywhere with an internet connection. Students leverage the wealth of resources available through the Web to support their education.

If you opt to take an online course, you will access your course through Blackboard. Online courses are not for everyone, and work best for independent learners who communicate comfortably through reading and writing. You may be expected to participate in online discussions with your class several times per week. Online courses are open to both degree and non-degree students, as well as international students.

FIT also offers more than 30 blended course sections per year. These are courses that are half online and half face-to-face (or a 40:60 ratio). Blended courses have the letters "BL" next to them in the course listings.

Requirements for Degree Completion

TIME REQUIREMENTS

Full-time students must complete all requirements for their degree within four years from the original date of matriculation; part-time students must complete all requirements within eight years from the original date of matriculation. After the period expires, students must reapply through Admissions and have their credentials reevaluated. Courses taken ten or more years ago are subject to reevaluation and must be approved by the appropriate department chairperson or academic dean in order for students to receive credit toward their degree.

REQUIREMENTS FOR THE ASSOCIATE DEGREE

To qualify for the Associate in Applied Science degree, candidates must be matriculated (officially admitted to degree status); satisfactorily complete the credit and course requirements prescribed for their majors, related areas, and general education; achieve a minimum GPA of 2.0 for all work completed; receive the recommendation of the faculty; and submit a graduation application.

For more specific course requirements, consult the major pages (p. 88) and FIT's General Education requirements (p. 43).

Writing and Mathematics Proficiency

Students are expected to develop their writing and mathematics skills as early as possible during their studies to enhance their prospects for academic and career success. In order to pre-enroll/register for the initial semester of study in a degree program, all full- and part-time AAS students must complete English and mathematics placement testing or demonstrate that they qualify for exemption from placement testing. Students who are placed into Educational Skills or developmental mathematics courses or EN 121 should register for these courses in the first semester of study.

Information on how to demonstrate English and mathematics proficiency is available in the Academic Advisement Center, which is located in Feldman, C 402, and at fitnyc.edu/placementtests.

REQUIREMENTS FOR THE BACCALAUREATE DEGREE

To qualify for the Bachelor of Science or Bachelor of Fine Arts degree, students must be matriculated (officially admitted to degree status); satisfactorily complete the credit and course requirements prescribed for their majors, related areas, general education, and liberal arts; achieve a minimum GPA of 2.0 for all work completed; receive the recommendation of the faculty; and submit a graduation application.

For specific course requirements, consult the major pages (p. 88) and FIT's General Education requirements (p. 43).

Overall Bachelor's Degree Requirements

FIT's 2+2 degree structure requires an earned AAS or equivalent plus all the BS or BFA degree requirements.

This structure includes the following overall Bachelor's degree graduation requirements:

- 120-126 total earned credits
- 30 credits in General Education credits approved by the State University of New York (SUNY)

BS Degrees New York State guidelines:

- 60 credits in liberal arts
- 60-66 credits in major and related area including a minimum of 24 credits in 300- to 400-level level major and related area coursework

BFA degrees NASAD and New York State guidelines:

- 12 credit art/design history
- 30 credits in liberal arts/general studies
- 78-84 credits in major and related area, including a minimum of 24 credits in 300- to 400-level level major and related area coursework

Matriculation Status Policy

Nonmatriculated students (i.e., students enrolled in at least one course but not admitted into a degree program) seeking admission to a two-year associate or baccalaureate degree program at FIT should note the following:

- No more than 30 credits taken at FIT in nonmatriculated status may be applied to a two-year associate or baccalaureate degree.

Nonmatriculated students seeking admission to a one-year associate degree program should note the following:

- No more than 15 credits taken at FIT in nonmatriculated status may be applied to a one-year associate degree.

FIT Residency Requirements

To earn a two-year associate degree (p. 90), students must complete at FIT a minimum of 30 credits as required by the major.

To earn a one-year associate degree (p. 125), students must complete at FIT a minimum of 30 credits as required by the major.

To earn a baccalaureate degree (p. 135), students must complete at FIT a minimum of 60 credits as required by the major. However, if students have already earned an appropriate FIT associate degree, they must complete at FIT a minimum of 30 upper-division credits as required by the major.

At least 50% of the major and related area coursework must be taken in residence at FIT.

ATTENDANCE

Attendance shall be taken in all classes. The general policy with regard to student attendance in any class is determined by the instructor and is announced to the class at the beginning of each semester. Specific procedures for handling absences are detailed in the Student Rights and Responsibilities Policy Manual, available online at fitnyc.edu/rightsandresponsibilities.

On occasion, students are unable to attend a class session due to illness, accident, or other emergency. Students should contact their instructor(s) directly, via phone or email. If students are unable to reach their instructor(s), they should contact the appropriate academic department office(s). Extended absences from class should be substantiated by appropriate documentation.

No persons shall be expelled from or be refused admission as students of the college for the reason that they are unable to attend classes or to participate in any examination, study, or work requirements on a particular day(s) because of religious beliefs.

Students unable to attend classes on a particular day(s) because of religious beliefs shall, because of such absence on the particular day(s), be excused from any examination or any study or work requirements.

It shall be the responsibility of the faculty and the administrative officials of the college to make available to students absent from school because of religious beliefs an equivalent opportunity to make up any examination, study, or work requirements that they may have missed because of such absence on any particular day(s). No fees of any kind shall be charged for making available such equivalent opportunity.

In effectuating the provisions of this section, it shall be the duty of the faculty and of the administrative officials to exercise the fullest measure of good faith. No adverse or prejudicial effects shall result to any student because of his or her availing himself or herself of the provisions of this section.

Any students who are aggrieved by the alleged failure of any faculty or administrative officials to comply in good faith with the provisions of this section shall be entitled to maintain an action or proceeding in the supreme court of the county in which the college is located for the enforcement of their rights.

It shall be the responsibility of the administrative officials of the college to give written notice to students of their rights under this section, informing them that students who are absent from school because of religious beliefs must be given an equivalent opportunity to register for classes or make up any examination, study, or work requirements that they may have missed because of such absence on any particular day(s). No fees of any kind shall be charged by the college for making available to such students such equivalent opportunity.

OFFICIAL WITHDRAWAL

The official withdrawal procedure applies to all full- and part-time degree students leaving the college and withdrawing from all classes and is processed by the Registrar's office. Complying with the official procedure ensures that student records are maintained in good order, and will facilitate readmission to FIT or expedite sending transcripts to other schools. Title IV recipients must have an exit interview with the financial aid office before withdrawal. Specific procedures are available online on the Registrar's website: fitnyc.edu/registrar/withdrawal.php

Dean's List

The Dean's List, posted at the end of each semester, honors those students who have completed more than 12 credits (may not include courses taken on a pass/fail basis) and achieved a GPA of 3.5 or better. Students receiving an incomplete or an "F" grade are ineligible for the Dean's List that semester.

For students who achieve a GPA of 3.85 or better during their college careers, their degree is granted summa cum laude. For those with a GPA of 3.70 or better but less than 3.85, their degree is granted magna cum laude. For those with a GPA of 3.50 or better but less than 3.70, the degree is granted cum laude.

Scholastic Standing

Scholastic standing is determined by a semester index, computed by multiplying grade value by credit hours for the course, and dividing the sum by the total credit hours.

The following grades are used for final marks:

Grade	Quality Points
A	4.0
A-	3.7
B+	3.3
B	3.0
B-	2.7
C+	2.3
C	2.0
C-	1.7
D	1.0
F	0

Grade	Grade Value
IN	Incomplete
L	Audit
P	Passed
WD	Student-initiated authorized withdrawal
WF	Unauthorized withdrawal
Z	No grade
*	Developmental course grade notation
>	Repeated course grade notation. See Repeat Policy.

Grade	Description
IN	Incompletes are reported by instructor at grade-processing deadline. Does not affect GPA.
L	Audit grade (assigned for non-degree student only).
P/F	A “P” grade is not calculated in the GPA, but credit is received and recorded on the academic transcript. An “F” grade is calculated in the GPA.
WD	Student-initiated authorized withdrawal is permitted up until the last day of the thirteenth week of a fall or spring semester, until the ninth day in a winter session, or until the end of the thirteenth day in a summer session and does not affect GPA. This grade is a terminal grade and changes are not accepted.
WF	Unauthorized withdrawal, which may be assigned at the instructor’s discretion, carries a penalty, and is equivalent to an “F” in the GPA. This grade is a terminal grade and changes are not accepted.
Z	No grade reported by instructor at grade-processing deadline. Does not affect GPA.

* A grade with an asterisk is assigned for a developmental course. Does not affect GPA.

> Denotes student repeated a failed course. See repeat policy.

All grade disputes must be resolved within two years of receipt of the grade and cannot be disputed once the degree is awarded and sealed.

REPEAT POLICY

1. Only a course with a grade of "F," "WA," "WD," or "WF" may be repeated.
2. If a student receives a grade of "F" or "WF," the original grade permanently remains on the official transcript.
3. If a student repeats the course, only the last grade earned will be included in the GPA.
4. A course originally taken for a grade cannot be retaken for a pass/fail grade.
5. A student who wishes to enroll in a third and final attempt of a course may do so only with the approval of the department chair or assistant chair of a students major.

INCOMPLETE GRADING POLICY GRADUATE AND UNDERGRADUATE COURSEWORK

1. An incomplete ("IN") grade is assigned at the instructor's discretion.
2. When an "IN" is granted, the instructor will specify and communicate to the student a due date that is no later than six (6) weeks into the next 15-week academic term (Fall or Spring).
3. "IN" converts only to a letter grade and cannot become a "WD" or a "WF".
4. If a grade for an incomplete is not completed/submitted within the appropriate time frame, the "IN" will roll into an "F" at the end of the following semester.

UNDERGRADUATE ACADEMIC FORGIVENESS POLICY

Students who have not attended FIT for a period of five (5) years or more and whose cumulative GPA while in attendance was below 2.0 and/or were academically dismissed from the college may apply for readmission under the Academic Forgiveness Policy to be readmitted to the college/ degree program under the following guidelines:

1. Students will file an appeal for Academic Forgiveness with the Committee on Academic Standards, which will oversee the process and which meets twice during the academic year; if the appeal is approved by the normal appeal process (Chair, Dean, CAS, VPAA) the student may file for college readmission through the Office of Admissions.
2. Students may continue in the same degree program or apply to a new one; students in the Art & Design majors will be required to present a portfolio for full readmission status.
3. Once the student has been initially readmitted to the college/degree program, this status would be conditional until the completion of a minimum of twelve credits with a GPA of 2.5 or higher in order to continue.
4. Successful completion of the above steps would allow full readmission to the college/degree program; courses/credits successfully completed during the initial readmission could be used toward degree completion.
5. Any prior failing grade(s) "F" and "WF" would remain permanently on the student transcript, but would not be calculated in the GPA upon full readmission to the college.
6. Any prior passing grades earned in courses may be used to meet degree requirements* and count toward graduation.
7. The option of this policy is available to undergraduate students on a one-time-only basis.
8. The transcripts for such students will indicate that they have been readmitted to the College under the Academic Forgiveness Policy.
9. Students are required to seek advisement from the major department Chair when filing for readmission under the Academic Forgiveness Policy; they are required to see advice from the Academic Advisement Center. Educational Opportunity Program students are additionally required to seek advisement from the EOP office.
10. Students seeking readmission are strongly encouraged to contact Financial Aid Services for information and clarification on financial aid eligibility.

** Courses in the major/related area are valid toward a degree for ten years from the original date of admission.*

ACADEMIC STANDARDS POLICY FOR NON-DEGREE STUDENTS ENROLLED IN UNDERGRADUATE COURSES

1. A non degree student is not subject to academic dismissal at the end of his or her first semester taking courses in the college.
2. A non degree student will be dismissed from the college at the end of the completion of 12 credits with a cumulative GPA below a 2.0
3. A non degree student who has been dismissed from the college is permitted to take only non-credit-bearing courses offered through the Center for Continuing and Professional Studies.
4. There is no option for appeal of this college policy.

PROCEDURE FOR PASS/FAIL

1. No required course in a major or in a minor can be taken as pass/fail. AAS candidates are permitted to take a maximum of 6 free elective or liberal arts elective credits on a pass/fail basis. BS candidates may take up to 6 liberal arts elective credits on a pass/fail basis. BFA candidates are permitted to take 3 elective credits on a pass/fail basis.
2. At least one full semester must have been completed at FIT; students must be currently registered for no fewer than 12 regularly graded credits in addition to the course taken on a pass/fail basis.
3. Only 3 credit hours per semester can be taken on a pass/fail basis.
4. The instructor must be informed within the first three weeks of the class that the course is to be taken on a pass/fail basis. Forms are available in the Registrar's Office.
5. No more than one pass/fail course may be taken in any one department during each degree program.

ACADEMIC STANDARDS/PROBATION AND DISMISSAL

The Office of the Registrar notifies students of their academic standing in writing via email at the end of the fall and spring semesters. Students whose academic standing is academic dismissal may appeal the decision to the Faculty Senate Committee on Academic Standards. The academic standing appeal procedure is a formal request by a student seeking to appeal for an exception to the academic standing regulations as published in the college catalog and on the following website: fitnyc.edu/registrar.

Students on Academic Probation will be limited to fifteen (15) credits during the next regular semester and will be required to meet with an academic advisor in the Academic Advisement Center and the Chair of the major department.

Following are the criteria for academic probation or academic dismissal:

- A student is placed on probation if the semester GPA (grade point average) is below 2.0.
- A student is not subject to academic dismissal at the end of the first semester in a degree program.
- A student will be dismissed from the college after two consecutive semesters with a GPA below 2.0 and with an overall cumulative GPA below 2.0.

Following the decision of academic dismissal, a student may appeal to the Committee on Academic Standards for three consecutive regular semesters including the semester the status was assigned.

Students who have been academically dismissed from the college are permitted to take only non-credit-bearing courses offered through the Center for Continuing and Professional Studies.

Please see fitnyc.edu/registrar for complete details for the academic standing appeal process and a copy of the appeal form.

TRANSFER CREDITS

Students applying to FIT must submit official transcripts from all previously attended colleges as part of the admissions application process. The Registrar's Office works closely with Admissions and academic department chairs and deans to review and post all transfer credit. Details about AP, CLEP, and IB exams, transfer appeals, and how to check your transfer credits can be found on the Registrar's website: fitnyc.edu/registrar/transfer-credits/index.php.

For further information, please see FIT's official Transfer Credit Policy, found here: fitnyc.edu/policies/enrollment-management/transfer-credit-policy.php

Transfer Credit Pre-Approval

A Course Equivalency Assessment Form is required to be filed by students who wish to engage in off-campus study. Students must obtain Registrar approval before registering for a course at another college.

INDEPENDENT STUDY

Independent study opportunities are available to students in the fall and spring semesters and refer to individualized instruction, which is provided in a tutorial manner outside of a regularly offered class schedule. Participating students work with their sponsoring faculty member to create a course of study and learning outcomes for the independent study and sign an Independent Study Agreement Form to adhere to these learning outcomes. The faculty member assigns the credit value to the course based upon the anticipated learning outcomes and scope of work required during the course of the study.

For all undergraduate and graduate degree programs, a maximum of 3 credits of independent study are allowed. Two-year AAS students may undertake independent study only in their 3rd or 4th semester, while one-year AAS students may take undertake independent study only in their 2nd semester. BFA and BS students are eligible in any upper-level semester. Graduate students are also eligible in any semester.

Independent study courses are electives and cannot be used as substitution for a required major course. Exceptions to this policy may only be considered in extenuating circumstances, and must be approved in advance, in writing, to the Registrar's Office by the department chair of the student's major.

Independent study requests are student-initiated and must be made in the preceding semester. Students must have a minimum GPA of 3.5. Students must complete, sign, and submit the Independent Study Agreement Form, in conjuncture with their sponsoring faculty member, before the start of the semester.

FIT POLICY ON CLASSROOM CREDITS AND HOURS

FIT follows the State University of New York (SUNY) policy on credits and hours, which is a variant of the traditional Carnegie Unit. In lecture courses, one semester credit hour equals one hour of classroom instruction and two hours of outside study for each class session. A typical three-credit lecture course at FIT meets three hours a week for 15 weeks for a total of 45 hours, and six hours a week of outside study. In lab/studio courses, one semester credit hour equals two hours of classroom instruction and one hour of outside study. A typical three-credit lab/studio course at FIT meets six hours a week for 15 weeks for a total of 90 hours. For further information, please see the SUNY policy document at tinyurl.com/FIT-SUNY-CreditHR.

GUIDELINES FOR AUDITING A COURSE

fitnyc.edu/registrar/forms/auditing.php

- A nondegree student may only request to change from credit to audit status up to the 3rd week of a fall/spring semester.
- A nondegree student may only request to revert from audit status back to credit status up to the 3rd week of a fall/spring semester.
- Standard tuition and fees associated with registering for a course apply to an audited course.
- Audited courses cannot be repeated.
- An audited course will not count toward degree requirements.
- An "L" grade is issued for an audited course.
- Audited courses do not count toward financial aid eligibility.

Academic Advisement Center

Marvin Feldman Center, Room C402, (212) 217-3080

fitnyc.edu/academic-advisement/

The Academic Advisement Center is designed to support the intellectual, psychological, and social growth of students. Working collaboratively with the FIT community, members of the Advisement Center provide ongoing support to students while also maintaining continuous communication with deans, chairs, and faculty to ensure that the most up-to-date advice and information are being shared.

Students in all undergraduate degree-seeking programs are assigned an academic advisor who will provide direction with degree-mapping, course registration, minor declaration, and assistance identifying academic resources designed to ensure academic success. For more information, please visit the Advisement Center web page: fitnyc.edu/academic-advisement.

FIT's General Education Requirements and Courses

FIT students who matriculated after fall 2000 must fulfill General Education requirements in order to receive a bachelor's degree. These requirements are built into the FIT curriculum and in conjunction with major and related area courses in a degree program. An FIT General Education course cannot be used to meet more than one General Education area.

All two-year AAS degree students must complete a total of at least 24 general education/liberal arts credits. Some majors require specific courses within these general requirements. Please refer to the specific major page, in the Degree Programs (p. 88) section of this catalog, for more information.

At the AAS level, a second English course is required for all majors. English courses cover a wide variety of General Education areas.

All FIT students including transfers are required to complete a total of 30 SUNY General Education/ Liberal Arts credits (10 courses) in a minimum of seven of the ten areas in order to receive a Bachelor degree. This General Education structure is effective for FIT students entering AAS programs in fall 2014 and for those entering BS/BFA programs in fall 2015.

To complete these requirements for a bachelor's degree, students must take **30 credits** of General Education approved courses. The general guidelines are as follows, however, please refer to the specific major page, in the Degree Programs (p. 88) section of this catalog, for more information.

1. Take one (1) course in each of the following areas (**9 credits):** Basic Communication (G1), Mathematics (G2), and Natural Science (G3).

2. Take four (4) different courses from four (4) different areas (**12 credits)** in the G4-G10 categories: Social Sciences (G4), Western Civilization (G5), The Arts (G6), Humanities (G7), Foreign Language (G8), Other World Civilizations (G9), and American History (G10).

3. Take three (3) courses not previously taken in any of the ten (10) areas that meet SUNY General Education approval **(9 credits).**

An earned bachelor's degree or equivalent from an accredited four-year institution (U.S. or international) exempts a student from General Education requirements except 3 credits in English composition (G1; Composition taken in the U.S. or in a country in which English is an official language); and for Art and Design majors, 6 credits of Art History.

While the Registrar's Office and the Academic Advisement Center monitor each student's progress in the fulfillment of SUNY and FIT's General Education requirements, final responsibility for completing the requirements rests with the student. A SUNY General Education requirement completed at one SUNY campus will not have to be repeated at FIT.

Code	General Education Area
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 (Non-Western Civilizations)
G10	American History

APPROVED GENERAL EDUCATION COURSES

The following FIT courses have been certified by SUNY as meeting specific General Education student learning outcomes and have been approved to meet General Education requirements. Additional courses will be added to this list as they are developed.

G1 BASIC COMMUNICATION Students produce coherent texts within common college-level written forms; demonstrate the ability to revise and improve such texts; research a topic, develop an argument, and organize supporting details; develop proficiency in oral discourse; and evaluate an oral presentation according to established criteria.

EN 121	English Composition	3
EN 241	Professional Speech Communication	3
EN 242	Public Speaking	3
EN 343	Advanced Public Speaking	3
EN 362	Creative Nonfiction (Honors)	3
ES 129	College Composition for Non-Native Speakers of English	3

G2 MATHEMATICS Students will demonstrate the ability to interpret and draw inferences from mathematical models such as formulas, graphs, tables, and schematics; represent mathematical information symbolically, visually, numerically, and verbally; employ quantitative methods such as arithmetic, algebra, geometry, or statistics to solve problems; estimate and check mathematical results for reasonableness; and recognize the limits of mathematical and statistical methods.

MA 142	Geometry and the Art of Design (formerly MA 242)	3
MA 161	Mathematical Ideas	3
MA 213	Quantitative Methods	3
MA 222	Statistical Analysis	3
MA 231	Precalculus (formerly MA 131)	3
MA 241	Topics in Probability and Geometry	3
MA 300	The Mathematics of Financial Life Management	3
MA 311	Mathematical Modeling for Business Applications	3
MA 321	Data Analysis for Business Applications	3
MA 322	Statistics, Machine Learning, and Data Mining	3
MA 331	Calculus	3
MA 361	Number Theory	3
MA 391	Mathematics of the Ancient World in Its Cultural and Historic Context (Honors)	3
MA 392	The Mathematics of Personal Finance (Honors)	3

G3 NATURAL SCIENCES Students demonstrate an understanding of the methods scientists use to explore natural phenomena, including observation, hypothesis development, measurement and data collection, experimentation, evaluation of evidence, and employment of mathematical analysis; and application of scientific data, concepts, and models in one of the natural sciences.

JD 148	The Science of Jewelry (Interdisciplinary)	3
SC 111	Introduction to the Physical Sciences	3
SC 112	Earth Science	3.5
SC 121	Introduction to Biological Science	3
SC 122	Field Biology	3
SC 132	Color Science for Photography	3
SC 145/045	Survey of General and Organic Chemistry	4
SC 146/046	Basic Chemistry for Cosmetics and Fragrances	3
SC 147	The Forensics of Fiber Analysis	3
SC 148	The Science of Jewelry (Interdisciplinary)	3
SC 149	Chemistry for Cosmetics and Fragrances	3
SC 201	Plants, Pollinators, and People	3
SC 202	The True Cost: A Product's Life Cycle and the Science of Sustainability	3
SC 203	Disease Ecology in a Changing World	3
SC 245	Chemistry of the Everyday World	3
SC 253	Ecology and Environmental Problems	3
SC 326	Human Nutrition	3
SC 332	Color and Light	3
SC 032	Color Science Laboratory	1
SC 391	Crime Scene Chemistry (Honors)	4

G4 SOCIAL SCIENCES Students demonstrate an understanding of the methods social scientists use to explore social phenomena, including observation, hypothesis development, measurement and data collection, experimentation, evaluation of evidence, and employment of mathematical and interpretive analysis. They also demonstrate knowledge of major concepts, models, and issues of at least one discipline in the social sciences.

HA 330	Approaches to Fashion Theory (Interdisciplinary)	3
PL 330	Approaches to Fashion Theory	3
SS 100	Economics for Fashion Creators	3
SS 131	General Psychology	3
SS 141	Macroeconomics	3
SS 151	Introduction to World Affairs	3
SS 171	Introductory Sociology	3
SS 200	Personal Finance	3
SS 201	Contemporary Issues in Economics	3
SS 231	Personality	3
SS 232	Developmental Psychology	3
SS 237	Industrial Psychology	3
SS 242	Microeconomics	3
SS 244	Fashion Economics	3
SS 251	American Government and Politics	3
SS 272	Sex Roles, Marriage, and Family in Transition	3
SS 275	Sociology of Race and Ethnic Relations	3
SS 300	Sociology of Everyday Life	3
SS 301	Luxury: A Socio-Cultural Perspective	3
SS 302	Economics of Energy and Fossil Fuels	3
SS 303	LGBTQ in Society: A Global Perspective	3
SS 306	Kimono and Fashion: A Socio-Cultural Perspective	3

SS 307	Emotions in Society	3
SS 309	Tattoos and Body Modification: Social Stigma and Acceptance	3
SS 334	The Psychology of Color	3
SS 335	Abnormal Psychology	3
SS 336	Psychology for Sustainability	3
SS 337	Crime in the Global, Digital Society - Honors	3
SS 338	Happiness & Human Flourishing - Honors	3
SS 339	Introduction to Development Economics - Honors	3
SS 343	Labor Economics	3
SS 345	Fundamentals of Finance for Fashion Industries	3
SS 352	Contemporary Western Europe	3
SS 353	Latin America Today	3
SS 354	Comparative Political Systems	3
SS 374	Cross-Cultural Studies	3
SS 376	Clothing and Society	3
SS 378	Asian Global Popular Culture	3
SS 379	Sociology of the Digital Era	3
SS 385	Social Psychology	3
SS 386	Youth Subculture, Identity, and Fashion: A Sociological Perspective	3
SS 392	Psychopathology and Modern Life (Honors)	3
SS 393	Politics in the Middle East (Honors)	3
SS 394	Global Financial Markets (Honors)	3
SS 395	International Conflict in the 21st Century (Honors)	3
SS 396	Social Experiments: Answering the Questions of Social Psychology (Honors)	3
SS 442	ENVIRONMENTAL ECON & POLICY	3
SS 443	International Economics	3
SS 445	Money and Banking	3
SS 446	Economies of Latin America	3

G5 WESTERN CIVILIZATION Students demonstrate knowledge of the development of the distinctive features of the history, institutions, economy, society, culture, etc., of Western civilization and relate the development of Western civilization to that of other regions of the world. In addition to broad survey courses, courses more specialized in chronology or theme may count for the requirement if they focus on a foundationally important aspect of Western Civilization and place it in a broader cultural perspective.

EN 392	Greek Myths and Their Transformations (Honors)	3
HA 111	History of Western Art and Civilization: Ancient Prehistory Through the Middle Ages	3
HA 112	History of Western Art and Civilization: Renaissance to the Modern Era	3
HA 213	Rome: A Cultural History in Painting, Sculpture, and Architecture	3
HA 311	Medieval Art	3
HA 396	Art and Patronage in the Italian Renaissance (Honors)	3
HI 200	Queer Work: A Research Seminar in LGBTQ Business and Labor History	3
HI 201	Classics in African American History	3
HI 395	Big Ideas in History: Smith; Darwin; Marx; Freud (Honors)	3
MC 200	Mediterranean Crossings: Migration, Integration, and Social Unrest	3
MC 202	Rome: The Making and Unmaking of the Eternal City	3
MC 345	Food for Thought: Gastronomy in Italian Literature and Culture	3
PL 391	Ancient Greek Philosophy (Honors)	3
PL 392	The Old and New Testaments in the History of Ideas (Honors)	3

G6 THE ARTS Students demonstrate an understanding of at least one principal form of artistic expression and the creative process inherent therein.

EN 202	Women Write New York City	3
EN 251	Theater Arts	3
EN 258	Introduction to Performance Studies	3
EN 266	Screenwriting I	3
EN 280A	Special Topics in English – Creativity: Theory and Practice	3
EN 301	Imaginative Worlds	3
EN 303	Writing Mystery and Crime Fiction	3
EN 304	Writing as Activism	3
EN 324	Writing on The Arts	3
EN 361	Creative Writing	3
EN 362	Creative Nonfiction	3
EN 363	Fiction Writing	3
EN 364	Poetry Writing	3
EN 366	Screenwriting II	3
EN 390	The Uncanny (Honors)	3
EN 391	The Creative Imagination: Theory and Process (Honors)	3
EN 399	The Craft of Writing Poetry (Honors)	3
FI 201	Principles of Costume for Filmmakers	3
FI 226	Documentary Production: Streets of NYC	3
FA 204	Images of the Mind: Introduction to Chinese Calligraphic Art (Interdisciplinary)	3
FI 202	Mafia Movies: Crime and Corruption in Italian Popular Culture	3
FI 220	The Writers' Room: What Makes Great Television?	3
FI 231	History of Documentary Film	3
FI 234	Film Genres: Horror	3
FI 241	History of Russian and Soviet Cinema	3
FI 246	Italian Cinema	3
FI 256	Screenwriting I	3
FI 300	Digital Storytelling: Creating A Web Series	3
FI 319	Sound Design For Film	3
FI 323	Sexuality in Cinema	3
FI 327	Post Production Digital FX	3
FI 328	Directing The Actor	3
FI 333	Film Genres: Animation	3
FI 335	Film Genres: Melodrama	3
FI 356	Screenwriting II	3
FI 373	Advanced Cinematography	3
FI 400	Screenwriting III	3
EN 480A	Special Topics in English: Advanced Creative Writing – Poetry and Hybrid Forms	3
HA 203	History of Decorative Arts: Jewelry and Metalwork	3
HA 207	Art and Architecture in Venice	3
HA 208	Earth Matters: Art & Environment in Ancient Egypt and Western Asia	3
HA 210	Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)	3
HA 213	Rome: A Cultural History in Painting, Sculpture, and Architecture	3
HA 214	Art In New York	3
HA 244	Art and Architecture in Paris	3
HA 251	Film Genres: Horror	3
HA 252	History of Russian and Soviet Film	3
HA 303	Tradition and Innovation in Asian Art and Design	3
HA 333	Contemporary Photography and New Media	3
HA 348	History of the Modern Printed Image	3
HA 381	The Word and the Page: A History of Writing and Books (Honors)	3
HA 394	History of New York Architecture (Honors)	3

HP 231	America at Home: Product Styles from 1900 to Contemporary	3
MC 201	Mafia Movies: Crime and Corruption in Italian Popular Culture	3
MC 204	Images of the Mind: Introduction to Chinese Calligraphic Art (Interdisciplinary)	3
MC 331	Film Genres: Melodrama	3
MC 251	Italian Cinema	3
MU 202	Latin American and Carribbean Music	3
MU 203	Survey of American Music	3
MU 391	Masterpieces of Music in the European Classical Tradition (Honors)	3
PE 200	Performance Workshop	2
PE 210	Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)	3
PE 215	Seeing Dance Live	3
PE 216	History of Ballet and Modern Dance	3
PE 217	Popular Urban Dance Past and Present	3
PE 281	Modern Dance Theory and Practice	3
PH 254	Ecology and Photography: Sustainable New York (Interdisciplinary)	3
SC 254	Ecology and Photography: Sustainable New York (Interdisciplinary)	3

G7 HUMANITIES Students demonstrate knowledge of the conventions and methods of at least one of the humanities in addition to those encompassed by other knowledge areas within the General Education requirements.

EN 203	Your Digital Life: Online Literacies for a Networked World	3
EN 204	Contemporary US Immigrant Literature: Border Crossings and Migrations	3
EN 230	Martial Arts Cinema and its Global Impact	3
EN 231	Short Fiction	3
EN 232	Perspectives on American Literature	3
EN 233	Poetry	3
EN 234	Gay and Lesbian Literature	3
EN 235	African-American Literature	3
EN 236	Major Writers of the Western World	3
EN 238	Comedy	3
EN 253	Dramatic Literature	3
EN 257	Major Movements in Chinese, Japanese, and Korean Film	3
EN 258	Introduction to Performance Studies	3
EN 271	Literature and History: The Development of American Culture to 1865	3
EN 272	Identity in America: History and Literature, 1865 to Present	3
EN 273	Literature of India	3
EN 275	Literature of the Sixties	3
EN 278	Science Fiction	3
EN 279	Women's Writing: 1900 - Present	3
EN 280B	Special Topics in English:Comparative World Literature– Revolutions, Uprisings and Resistance	3
EN 281	Chinese Cinema	3
EN 302	Gender and Nationalism in World Fiction (Honors)	3
EN 304	Writing as Activism	3
EN 324	Writing on The Arts	3
EN 325	Playwriting	3
EN 331	Introduction to Shakespeare	3
EN 333	Modern Literature: The Spirit of the 20th Century	3
EN 334	The Novel	3
EN 335	Working Women in the United States: 1865 to Present	3
EN 336	From Gothic to Horror: Literature of Fear	3
EN 337	Poetry in a Global Society	3

EN 338	Introduction to Asian American History and Literature	3
EN 353	Theater of the Americas	3
EN 371	Chinese Odyssey: Introduction to Chinese Literature	3
EN 373	The Graphic Novel	3
EN 381	Asian Fiction: Regional Selections (Honors)	3
EN 382	Contemporary Chinese Cinema (Honors)	3
EN 390	The Uncanny (Honors)	3
EN 391	The Creative Imagination: Theory and Process (Honors)	3
EN 392	Greek Myths and Their Transformations (Honors)	3
EN 393	Shakespeare (Honors)	3
EN 394	American Lives (Honors)	3
FI 202	Mafia Movies: Crime and Corruption in Italian Popular Culture	3
FI 111	Introduction to Film	3
FI 200	Bollywood and the Making of India	3
FI 203	African-American Film Culture	3
FI 204	Martial Arts Cinema and its Global Impact	3
FI 207	Devouring the Screen: Food in Film	3
FI 221	History of Film, Beginnings to 1959	3
FI 222	History of Film, 1960-Present	3
FI 223	Women Make Movies: A History of Women's Filmmaking (G7: Humanities)	3
FI 224	Avant-Garde Film	3
FI 225	Latin American Cinema and Resistance	3
FI 231	History of Documentary Film	3
FI 234	Film Genres: Horror	3
FI 241	History of Russian and Soviet Cinema	3
FI 243	Television Genres	3
FI 244	Major Movements in Chinese, Japanese and Korean Film	3
FI 245	Chinese Cinema	3
FI 246	Italian Cinema	3
FI 262	Costume and Fashion in Film	3
FI 272	Introduction to Television Studies	3
FI 273	The Other Hollywood: Film in New York	3
FI 320	Major Directors: Federico Fellini	3
FI 321	Film Theory and Criticism, An Introduction	3
FI 322	Major Directors: Alfred Hitchcock	3
FI 324	The Romantic Comedy	3
FI 325	Major Directors: Akira Kurosawa	3
FI 331	Film Genres: Crime Stories	3
FI 332	The Science Fiction Film	3
FI 333	Film Genres: Animation	3
FI 334	Film Genres: Films of the Supernatural	3
FI 335	Film Genres: Melodrama	3
FI 341	French Cinema	3
FI 342	Contemporary Korean Cinema	3
FI 343	Contemporary Chinese Cinema (Honors)	3
HA 111	History of Western Art and Civilization: Ancient Prehistory Through the Middle Ages	3
HA 112	History of Western Art and Civilization: Renaissance to the Modern Era	3
HA 121	Cities and Civilizations: The Eastern Mediterranean World, c. 3000 BCE-1000 CE	3
HA 201	History of Fashion Photography	3
HA 202	Feminist Art Histories, Theories, and Practices	3
HA 203	History of Decorative Arts: Jewelry and Metalwork	3
HA 204	History of East Asian Costume	3

HA 205	Italian Art in Context	3
HA 206	The Art, Architecture, and Archaeology of Ancient Egypt	3
HA 207	Art and Architecture in Venice	3
HA 208	Earth Matters: Art & Environment in Ancient Egypt and Western Asia	3
HA 210	Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)	3
HA 211	Asian American Art and Design	3
HA 212	Renaissance Art in Florence	3
HA 213	Rome: A Cultural History in Painting, Sculpture, and Architecture	3
HA 214	Art In New York	3
HA 215	History of Menswear	3
HA 216	American Indian Art and Civilization	3
HA 217	History of Avant-Garde Film	3
HA 218	Art and Myth in the Classical World	3
HA 219	African American Art	3
HA 220	History of Interior Design: The Modern Interior as Space and Image	3
HA 221	East Asian Art and Civilization	3
HA 223	African Art and Civilization	3
HA 224	Pre-Columbian Art and Civilization	3
HA 225	Art and Civilization of India	3
HA 226	Art and Civilization of the Islamic World	3
HA 228	Oceanic Art and Civilization	3
HA 229	Korean Art and Civilization	3
HA 230	Modern and Contemporary African Art	3
HA 231	Modern Art	3
HA 232	Dada and Surrealism	3
HA 234	Warhol and Pop Art	3
HA 241	History of Photojournalism	3
HA 244	Art and Architecture in Paris	3
HA 251	Film Genres: Horror	3
HA 252	History of Russian and Soviet Film	3
HA 271	Japanese Art and Civilization	3
HA 272	Islamic Art and Mathematics (Interdisciplinary)	3
HA 300	Art and Architecture of the Venetian Republic, c. 1100-1800	3
HA 301	Fashion and Impressionism - Presidential Scholars	3
HA 302	Baroque Splendor: Art and Culture in Seventeenth-Century Europe	3
HA 303	Tradition and Innovation in Asian Art and Design	3
HA 304	Holocaust Representation in Art (Honors)	3
HA 305	History of 20th-Century Textile Design	3
HA 310	Global Contemporaries in the World of Art	3
HA 311	Medieval Art	3
HA 314	History of American Art	3
HA 316	The Bauhaus	3
HA 317	Italian Renaissance Art and Civilization	3
HA 330	Approaches to Fashion Theory (Interdisciplinary)	3
HA 331	Contemporary Art and Culture: 1945 to the Present	3
HA 332	Modern Architecture	3
HA 333	Contemporary Photography and New Media	3
HA 342	History of Textile Design	3
HA 344	History of Western Costume	3
HA 345	History of Industrial Design	3
HA 347	Costume and Fashion in Film	3
HA 348	History of the Modern Printed Image	3

HA 381	The Word and the Page: A History of Writing and Books (Honors)	3
HA 382	Beauty: The Human Ideal in Visual Culture - Honor's Program	3
HA 384	American Narratives in New York City Museums (Honors)	3
HA 392	The Art of Venice: Titian to Tiepolo (Honors)	3
HA 395	Studies in American Indian Art and Culture (Honors)	3
HA 396	Art and Patronage in the Italian Renaissance (Honors)	3
HA 397	Studies in Maya Art and Culture (Honors)	3
HA 411	Western Theories of Art	3
HA 462	Art and Ethics	3
HI 200	Queer Work: A Research Seminar in LGBTQ Business and Labor History	3
HI 201	Classics in African American History	3
HI 392	Religion and Religious Dissent in American History to the Civil War (Honors)	3
HI 395	Big Ideas in History: Smith; Darwin; Marx; Freud (Honors)	3
IT 341	Introduction to Italian Literature	3
IT 342	Writing Women of the Italian Renaissance	3
MA 272	Islamic Art and Mathematics (Interdisciplinary)	3
MC 200	Mediterranean Crossings: Migration, Integration, and Social Unrest	3
MC 201	Mafia Movies: Crime and Corruption in Italian Popular Culture	3
MC 202	Rome: The Making and Unmaking of the Eternal City	3
MC 205	Mexican Cinema: Between The National and The Global	3
MC 207	Devouring the Screen: Food in Film	3
MC 241	Italian American Cultural Studies	3
MC 251	Italian Cinema	3
MC 252	Latin American Fiction: 1960-Present	3
MC 261	Latin American Cinema and Resistance	3
MC 262	Revolution as Spectacle: Mexico	3
MC 300	The Poetics of Sound in Hispanic Caribbean Literature	3
MC 301	Imaginary Encounters: Representations of the Caribbean (Honors)	3
MC 308	White Gold: Sugar, Power and the Creation of Atlantic Capitalism (Interdisciplinary)	3
MC 313	Writing Women of the Italian Renaissance	3
MC 331	Film Genres: Melodrama	3
MC 345	Food for Thought: Gastronomy in Italian Literature and Culture	3
MC 351	From Modern to Contemporary Latin American Women Writers	3
PE 210	Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)	3
PL 143	Introduction to Asian Philosophies	3
PL 211	Informal Logic: A Guide to Clear Thinking	3
PL 300	Business Ethics	3
PL 301	Anxiety and Fear: Introduction to Existentialism	3
PL 321	Philosophy of Art	3
PL 330	Approaches to Fashion Theory	3
PL 391	Ancient Greek Philosophy (Honors)	3
PL 392	The Old and New Testaments in the History of Ideas (Honors)	3
PL 431	Philosophy: Ethics	3
SS 202	Bollywood and the Making of India	3
SS 203	Study Abroad in Greece: The Ideals of Excellence in Ancient Greece	3
SS 308	White Gold: Sugar, Power and the Creation of Atlantic Capitalism (Interdisciplinary)	3
SS 397	Religion and Global Politics (Honors)	3

G8 FOREIGN LANGUAGE Students demonstrate a basic proficiency in the understanding and use of a foreign language and knowledge of the distinctive features of the culture(s) associated with the language they are studying.

AB 111	Elementary Arabic 1	3
AB 112	Arabic II	3
AB 122	Arabic Conversation I	3
CH 111	Chinese I	3
CH 112	Chinese II	3
CH 122	Chinese Conversation I	3
CH 213	Chinese III	3
CH 214	Chinese IV	3
FR 111	French I	3
FR 112	French II	3
FR 122	French Conversation I	3
FR 213	French III	3
FR 214	French IV	3
FR 223	French Conversation II	3
FR 315	Introduction to French Literature	3
IT 111	Elementary Italian	3
IT 112	Italian II	3
IT 113	Made in Italy: Italian Language through Food, Fashion and Film	3
IT 122	Italian Conversation I	3
IT 132	Italian in Florence	3
IT 213	Italian III	3
IT 214	Italian IV	3
IT 223	Italian Conversation II	3
IT 311	Italian for Business	3
IT 312	Italian Fashion Culture	3
IT 341	Introduction to Italian Literature	3
IT 342	Writing Women of the Italian Renaissance	3
JA 111	Japanese I	3
JA 112	Japanese II	3
JA 122	Japanese Conversation I	3
JA 213	Japanese III	3
JA 214	Japanese IV	3
JA 223	Japanese Conversation II	3
PO 111	Portuguese I	3
PO 112	Elementary Portuguese 2	3
PO 122	Portuguese Conversation I	3
SP 111	Spanish I	3
SP 112	Spanish II	3
SP 122	Spanish Conversation I	3
SP 132	Spanish in Santiago de Compostela	3
SP 141	Spanish for Spanish Speakers I	3
SP 142	Spanish for Spanish Speakers II	3
SP 213	Spanish III	3
SP 214	Spanish IV	3
SP 223	Spanish Conversation II	3
SP 311	Spanish for Business (formerly SP 215)	3

G9 OTHER WORLD CIVILIZATIONS (NON-WESTERN CIVILIZATIONS) Students demonstrate knowledge of either a broad outline of world history or the distinctive features of the history, institutions, economy, society, and culture of one non-Western civilization. Courses in this area have to be non-Eurocentric and non-U.S. in focus. In addition to courses on the civilizations of Asia or Africa, this would, for example, allow courses on the civilizations of indigenous peoples of the Americas.

EN 230	Martial Arts Cinema and its Global Impact	3
EN 257	Major Movements in Chinese, Japanese, and Korean Film	3
EN 273	Literature of India	3
EN 280B	Special Topics in English:Comparative World Literature– Revolutions, Uprisings and Resistance	3
EN 281	Chinese Cinema	3
EN 302	Gender and Nationalism in World Fiction (Honors)	3
EN 353	Theater of the Americas	3
EN 371	Chinese Odyssey: Introduction to Chinese Literature	3
EN 381	Asian Fiction: Regional Selections (Honors)	3
EN 382	Contemporary Chinese Cinema (Honors)	3
FA 204	Images of the Mind: Introduction to Chinese Calligraphic Art (Interdisciplinary)	3
FI 200	Bollywood and the Making of India	3
FI 204	Martial Arts Cinema and its Global Impact	3
FI 225	Latin American Cinema and Resistance	3
FI 242	Ethnographic Film	3
FI 244	Major Movements in Chinese, Japanese and Korean Film	3
FI 245	Chinese Cinema	3
FI 342	Contemporary Korean Cinema	3
FI 343	Contemporary Chinese Cinema (Honors)	3
HA 121	Cities and Civilizations: The Eastern Mediterranean World, c. 3000 BCE-1000 CE	3
HA 204	History of East Asian Costume	3
HA 206	The Art, Architecture, and Archaeology of Ancient Egypt	3
HA 208	Earth Matters: Art & Environment in Ancient Egypt and Western Asia	3
HA 210	Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)	3
HA 216	American Indian Art and Civilization	3
HA 221	East Asian Art and Civilization	3
HA 223	African Art and Civilization	3
HA 224	Pre-Columbian Art and Civilization	3
HA 225	Art and Civilization of India	3
HA 226	Art and Civilization of the Islamic World	3
HA 227	Archaeological Excavation in Israel (Summer)	3
HA 228	Oceanic Art and Civilization	3
HA 229	Korean Art and Civilization	3
HA 230	Modern and Contemporary African Art	3
HA 271	Japanese Art and Civilization	3
HA 272	Islamic Art and Mathematics (Interdisciplinary)	3
HA 303	Tradition and Innovation in Asian Art and Design	3
HA 310	Global Contemporaries in the World of Art	3
HA 315	Ethnographic Film	3
HA 383	Art of the Silk Road: Cross-Cultural Encounters (Honors)	3
HA 395	Studies in American Indian Art and Culture (Honors)	3
HA 397	Studies in Maya Art and Culture (Honors)	3
HA 398	Architecture and Faith: Ancient and Islamic Cities (Honors)	3
HI 206	Pasts in the Present: Modern Chinese History since 1800	3
MC 200	Mediterranean Crossings: Migration, Integration, and Social Unrest	3

MC 204	Images of the Mind: Introduction to Chinese Calligraphic Art (Interdisciplinary)	3
MA 272	Islamic Art and Mathematics (Interdisciplinary)	3
MC 205	Mexican Cinema: Between The National and The Global	3
MC 252	Latin American Fiction: 1960-Present	3
MC 261	Latin American Cinema and Resistance	3
MC 262	Revolution as Spectacle: Mexico	3
MC 300	The Poetics of Sound in Hispanic Caribbean Literature	3
MC 301	Imaginary Encounters: Representations of the Caribbean (Honors)	3
MC 308	White Gold: Sugar, Power and the Creation of Atlantic Capitalism (Interdisciplinary)	3
MC 351	From Modern to Contemporary Latin American Women Writers	3
PE 210	Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)	3
PL 143	Introduction to Asian Philosophies	3
SS 151	Introduction to World Affairs	3
SS 202	Bollywood and the Making of India	3
SS 277	Cultural Expressions of Non-Western Dress and Fashion	3
SS 301	Luxury: A Socio-Cultural Perspective	3
SS 304	Introduction to Caribbean Studies	3
SS 306	Kimono and Fashion: A Socio-Cultural Perspective	3
SS 308	White Gold: Sugar, Power and the Creation of Atlantic Capitalism (Interdisciplinary)	3
SS 309	Tattoos and Body Modification: Social Stigma and Acceptance	3
SS 341	Women and Global Politics	3
SS 353	Latin America Today	3
SS 354	Comparative Political Systems	3
SS 356	Asia in Motion: National, International, and Transnational Relations	3
SS 374	Cross-Cultural Studies	3
SS 378	Asian Global Popular Culture	3
SS 386	Youth Subculture, Identity, and Fashion: A Sociological Perspective	3
SS 393	Politics in the Middle East (Honors)	3
SS 395	International Conflict in the 21st Century (Honors)	3
SS 446	Economies of Latin America	3

G10 AMERICAN HISTORY Students demonstrate knowledge of a basic narrative of American history: political, economic, social, and cultural, including knowledge of unity and diversity in American society; knowledge of common institutions in American society and how they have affected different groups; and understanding of America's evolving relationship with the rest of the world.

EN 271	Literature and History: The Development of American Culture to 1865	3
EN 272	Identity in America: History and Literature, 1865 to Present	3
EN 274	Voices of Civil Rights in American History	3
EN 335	Working Women in the United States: 1865 to Present	3
EN 338	Introduction to Asian American History and Literature	3
HA 211	Asian American Art and Design	3
HA 219	African American Art	3
HA 314	History of American Art	3
HA 384	American Narratives in New York City Museums (Honors)	3
HI 200	Queer Work: A Research Seminar in LGBTQ Business and Labor History	3
HI 202	U.S. History: Civil War-Present	3
HI 203	Distant Neighbors: A History of Latin America and the U.S.	3
HI 204	Leisure in America	3
HI 205	American Business from Slavery to the Present	3
HI 207	Hollywood: A History	3
HI 208	American History through Fabric, Fashion, and Dress	3
HI 391	U.S. History and Culture: 1860 to Present	3
HI 392	Religion and Religious Dissent in American History to the Civil War (Honors)	3
HI 393	New York City and the Invention of America (Honors)	3
HI 394	Rebellion and Resistance in America (Honors)	3
MC 241	Italian American Cultural Studies	3

Competencies

In addition to the areas described above, SUNY requires the General Education competencies of critical thinking and information management. Both are covered in courses throughout the FIT curriculum.

CRITICAL THINKING Students identify, analyze, and evaluate arguments as they occur in their own or others' work, and develop well-reasoned arguments.

INFORMATION MANAGEMENT Students perform the basic operations of personal computer use; understand and use basic research techniques, and locate, evaluate, and synthesize information from a variety of sources.

Tuition and Fees

Bursar's Office: 333 Seventh Avenue, 15th floor, (212) 217-3720
Cashiering Operations: Business and Liberal Arts Center, Room B127, (212) 217-3680
fitnyc.edu/bursar

FIT is a college of the State University of New York. It receives state funding and support from the Department of Education of the City of New York. This assistance allows the college to offer the tuition rates noted below.

All matriculating students new to FIT, including visiting students and new matriculants to bachelor's degree programs, are required to confirm their acceptance with a nonrefundable advance tuition deposit of $150 as soon as they are notified of admission.

The following schedules of fees are effective for the 2019-20 academic year:

TUITION: FULL-TIME PROGRAM (FALL AND SPRING)

Fee	
Associate-level New York City/State residents	$2,445* per semester
Associate-level out-of-state residents	$7,335 per semester
Baccalaureate-level New York City/State residents	$3,435* per semester
Baccalaureate-level out-of-state residents	$10,396 per semester

* Students eligible for the Excelsior Scholarships program will follow the tuition guidelines of that program.

TUITION: EVENING, WEEKEND, SUMMER, AND WINTER SESSIONS

Fee	
Associate-level New York City/State residents	$204 per credit*
Associate-level out-of-state residents	$611 per credit*
Baccalaureate-level New York City/State residents	$286 per credit*
Baccalaureate-level out-of-state residents	$866 per credit*

* Tuition is charged for noncredit-bearing courses. Laboratories, lectures, and workshops are billed at different rates. See Fees.

Tuition and fees are subject to change without prior notice at the discretion of the college's Board of Trustees. Current tuition and fees are available at fitnyc.edu/bursar.

Tuition paid by check or money order must be in the exact amount in U.S. dollars.

RESIDENCY FOR TUITION PURPOSES

U.S. Citizens and Permanent Resident Aliens

To qualify as a New York State resident, one must have established legal residence by maintaining a domicile in New York State for a period of at least one year preceding the first day of the semester.

A domicile is defined as a fixed permanent home to which one intends to return after being absent for a period of time. A person does not acquire a New York State domicile simply by being physically present in New York for a period of 12 months. A person retains a domicile until their present domicile is abandoned and another domicile is established.

In addition to the general domicile standards, students under the age of 22 and whose parents or legal guardians reside out of state must present evidence of financial independence from parents or legal guardians and an established New York State domicile in order to be designated as New York State residents for tuition purposes.

Applications for change of residency status are available at the Bursar's Office at 333 Seventh Avenue, 15th floor, and on the FIT website at fitnyc.edu/bursar. Completed applications with supporting documents must be submitted prior to the end of the registration period for the semester for which the application is intended. New York City residents who have met the New York State residency requirement by maintaining a domicile in New York State for a period of at least one year preceding the date of registration do not have to file a County Certificate of Residence. New York State residents who do not reside in any of the five boroughs of New York City must file a County Certificate of Residence (issued by the county in which the student resides) in order to be eligible for the in-state resident tuition rate. It is mandatory that the student present a new certificate at the beginning of each academic year. This certificate must be filed with the Bursar's Office at the beginning of the term for which the certificate is intended.

Students who enroll at the college in the fall semester are required to submit a new certificate the following fall. Students who enroll after the fall semester (winter, spring, or summer) must submit a certificate at the beginning of their first semester of attendance at FIT and a new certificate at the beginning of the following fall semester. Note that individual counties have deadline dates and may have different criteria for issuing the certificates. Notices are mailed each year to continuing FIT students who are enrolled as New York State residents reminding them of the deadline dates along with an application for the County Certificate of Residence and instructions for completing the form. However, regardless of whether the FIT notices are received, students are responsible for submitting the completed affidavits to their respective counties and the County Certificate of Residence to:

Fashion Institute of Technology
Bursar's Administrative Office
227 West 27th Street
New York City 10001-5992

The County Certificate of Residence is issued by the student's County Administrative or Treasurer's Office, not by FIT. Applications and information pertaining to the location of county offices are available at the Bursar's Office; visit fitnyc.edu/bursar. Application forms are also available at the county offices. Students who fail to submit a valid County Certificate of Residence to the college by the deadline dates will be billed the equivalent of nonresident tuition. No exceptions will be made. New York State Law requires that students who reside in New York State, outside any of the five boroughs of New York City, must file a County Certificate of Residence certified by their home county to qualify for the in-state tuition rate.

New York State residents who are eligible for the in-state tuition rate but have moved from one county to another within New York State within the last six months must file for a County Certificate of Residence with both counties and submit both certificates to the Bursar's Office. Other residency requirements, County Certificate applications, and additional information may be found at fitnyc.edu/bursar.

Non-Immigrant Aliens

Foreign students with F-1 Student Visas are not eligible for the New York State resident tuition rate.

Students with other types of visas may be eligible if they have been residents of New York State for one year prior to the date of registration (see above). Students must have possessed the qualifying visa for at least one year prior to the date of registration.

FEES

Fee	
Application to Graduate level	$100
Duplicate diploma	$10
Health insurance (1)	$986 per semester
Health Services	
Full-time	$161.50 per semester
Part-time	$13.46 per credit hour
ID card replacement	$25 per occurrence
Laboratory (2)	$10 per course
Late payment	1.5% per month on balance
Late registration	
Full-time	$100 per occurrence
Part-time	$50 per occurrence
Locker rental	$10 per student/per semester
Monthly payment plan	$25 per semester
Late payments	$25 per occurrence (maximum of 2)
Part-time registration (3)	$5 per semester
Patternmaking course	$25 per course
Placement test	$25 per occurrence
Program change	$25 per occurrence
Programs in Italy	
Student activities fee	$850 per semester for all students
International program fee	$1,250 per semester for all students
Records maintenance fee	$15 per semester
Recreation and athletics	
Full-time	$63.25 per semester
Part-time	$5.25 per credit
Returned check fee	$25 per occurrence
Student activity maintenance (4)	
Full-time	$65 per semester
Part-time	$5.50 per credit
Technology	
Full-time	$120 per semester
Part-time	$60 per semester
SUNY Learning Network (online courses)	$15 per online credit hour
Transcript	$12

Books and supplies cost between $600 and $900 (depending on major) per semester.

1 This insurance must be purchased by all full-time students unless evidence of other coverage is submitted. The rate shown is for domestic students. For a more detailed explanation, see Health Services (p. 78).

2 Fee is charged to each part-time student who registers for a course requiring life/fashion models and/or the use of certain specialized equipment/materials.

3 Fee is charged to part-time students and is nonrefundable.

4 Approved by FIT's Board of Trustees in accordance with Student Council regulations.

TUITION PAYMENT DEADLINES

Tuition due dates are determined by the college in advance of each semester and may vary from one academic year to the next. Tuition due dates for the fall semester normally occur between mid-July and early August. Tuition due dates for the spring semester normally occur between late December and early January.

All students who register after the payment due date are required to make tuition payment immediately upon registration.

Payment may be made via American Express, Discover, MasterCard, Visa, debit card, money order, or personal check. All payments must be made in U.S. dollars. Checks and money orders should be made payable to Fashion Institute of Technology and delivered in person or mailed to:

Fashion Institute of Technology
Bursar's Office–Cashiering Operations
227 West 27th Street, Room B127
New York City, NY 10001-5992

Student ID number must be indicated on your payment. Students may make payments in person at Cashiering Operations.

FIT no longer sends bills by mail. Students may view and pay their FIT bills online through a secure e-billing system. Go to the MyFIT portal at myfit.fitnyc.edu, click on "Student Tab," then click on "Pay Student Account & View E-Bill." Under "Account Activity," select the appropriate term for "View Transactions by Term," and then select "E-Bill Semester."

Important: Students who do not pay their own FIT bills must authorize a parent or other person to access their account. To do this, click on "Authorized Users" after you are logged into the "Pay Student Account & View E-Bill" page.

Parents and other authorized users: After you have been designated an authorized user, you will receive an email providing you with access to the system.

NONPAYMENT OF DEBTS AND FINES

Checks returned by a bank as unpaid for any reason will result in a returned check fee of $25 charged to the student's account. The college reserves the right not to accept a personal check for payment under some conditions, for example, a history of prior returned checks or checks without preprinted name and address. FIT will refuse personal checks after two have been returned due to insufficient funds. Note that a stop-payment draft against a check is not considered an official withdrawal from the college and students will be charged a $25 returned check fee in addition to the tuition liability.

Late payments are subject to a fee of 1.5 percent per month on all outstanding balances. Students who fail to pay bills or other college debts will be ineligible to register, graduate, or obtain transcripts or services from the college. Outstanding debts may be referred to a licensed collection agency and collection fees up to 33 1/3 percent may be added to the outstanding balance. If legal action becomes necessary, litigation and court costs will be the student's responsibility.

Students who have not satisfied their full financial obligations, exclusive of certified financial aid or tuition payment plans, by the scheduled due date may be subsequently de-registered and all previously assigned classes may be dropped. Late registration and program change fees may be assessed to students who are de-registered and wish to re-enroll. Students are not guaranteed class availability if they need to re-register for courses.

HOUSING

Two office locations:
Alumni Hall, first floor (212) 217-3900
Kaufman Hall, first floor (212) 217-3930
fitnyc.edu/housing

FIT's four residence halls provide traditional-style and apartment-style accommodations. Traditional residence hall–style rooms have shared bathrooms, and students in these rooms are required to have a meal plan through the college's dining services. Apartment-style accommodations are available in all four residence halls; a meal plan is not required for students in apartments—see: fitnyc.edu/residentiallife.

Charges vary according to type of accommodation and building. Rates for housing and meal plan are subject to ratification by the Board of Trustees.

Typical charges for resident students as of Fall 2018 are:

- traditional accommodations: $6,029-$7,240 per person per semester (includes meal plan)
- apartment/suite accommodations: $6,425–$10,705 per person per semester

A $500 **nonrefundable** deposit is required upon submission of housing application.

Tuition and Fee Refunds

FULL- AND PART-TIME PROGRAMS

All refunds are based on the official date of withdrawal. An application for refund of tuition must be made on the Withdrawal/Refund of Tuition Form provided in the Registration Center or in writing. No refunds will be permitted unless an official withdrawal form is submitted in the required time period. The date on which the Withdrawal/Refund of Tuition Form is received by the Registrar's Office is considered the official date of the student's withdrawal. The $5 offsetting service fee is nonrefundable. Student health insurance is nonrefundable after the first day of the semester. Nonattendance in class or stop payment on a check is not considered an official withdrawal from the college. The student remains responsible for all tuition liabilities. Students receiving Title IV financial aid will be processed according to federal guidelines. The refund period terminates by the end of the third week of classes, in accordance with the following schedule:

Withdrawals	Refunds
Prior to the first day of semester	100% of tuition and fees**
Prior to the second week of semester*	75% of tuition and fees**
Prior to the third week of semester*	50% of tuition and fees**
Prior to the fourth week of semester*	25% of tuition and fees**
Thereafter	No refund

* The first week ends on Sunday regardless of which day of the week classes begin.

** The student health insurance fee is nonrefundable.

The refund schedule may change at the discretion of the college's Board of Trustees. Current refund schedules and amounts refunded are available at fitnyc.edu/refunds.

The refund process generally takes six to eight weeks after the semester begins. All credit card refunds are issued through the appropriate credit card carrier.

SUMMER AND WINTER SESSIONS

The refund period terminates prior to the fourth scheduled session of the course, in accordance with the following schedule:

Withdrawals	Refunds
Prior to the first day of semester	100% of tuition
Prior to the second day of semester	75% of tuition
Prior to the third day of semester	50% of tuition
Prior to the fourth day of semester	25% of tuition
Thereafter	No refund

HOUSING REFUNDS

The Housing Contract is binding for the full academic year. Students who withdraw are liable for any financial penalties incurred as a result of terminating the contract. The student bears all responsibility for officially requesting release from the housing contract.

Withdrawing from the college does not automatically cancel the housing contract.

Residents who withdraw will be responsible for a minimum charge of $500.00. See refund schedule for financial penalties incurred as a result of terminating the contract.

Withdrawals prior to August 1 for the fall semester, or January 1 for the spring semester, are subject to a minimum charge of $500.00 (nonrefundable deposit). For withdrawal charges/refunds after August 1 (fall)/January 1 (spring), see refund schedule:

Room Portion

Percentages to be refunded and charged on or before the contract week ending Saturday (5 pm):

Contract Week	Refund
First week of contract	75% refund (25% charge) of total room charges
Second week of contract	50% refund (50% charge) of total room charges
Third week of contract	25% refund (75% charge) of total room charges
Thereafter	No refund (100% charge) of total room charges
Meal portion	Prorated on a weekly basis

Students accepted after the withdrawal request deadline are required to submit payment in full and are subject to the charges reflected above.

All refunds will be credited to the student's account through the Bursar's office.

Room portion: Refunds reflected above are based on cost for total room charges.

Meal portion: Food service refunds are calculated on a weekly basis (week ending Wednesday 5:00pm). Declining balance dollars are nonrefundable.

Please note that tuition and fees for the 2019-2020 academic year may change.

Financial Aid Services

David Dubinsky Student Center, Room A212A, (212) 217-3560

fitnyc.edu/financialaid

FIT attempts to remove financial barriers to college entrance by providing scholarships, grants, loans, and part-time employment based on available funding for students with financial need. Students who are in a degree program and require financial assistance of any kind must complete the Free Application for Federal Student Aid (FAFSA), designating FIT (code 002866) as a college choice. The FAFSA is the core application for all financial aid programs. Apply online at fafsa.gov. Foreign students are not eligible for financial assistance from FIT. Visiting students should consult their home institutions for assistance.

FIT directly administers its institutional grants and scholarships, which are provided by donors to the FIT Foundation. Federal funding administered by the college may include Federal Pell Grants, Federal Supplemental Educational Opportunity Grants, and federally subsidized and unsubsidized loans for students and PLUS loans for parents, as well as the Federal Work Study program. New York State residents who meet state guidelines for eligibility may also receive Tuition Assistance Program (TAP), Excelsior Scholarship, and/or Educational Opportunity Program (EOP) funds through FIT. Students who graduate from a NYC high school with an 80 average or higher may also be eligible for a NYC Council Merit Scholarship (contingent on funding each year).

Financial assistance is not automatically renewed. Since most financial aid awards are made for an academic year, students must reapply each academic year by submitting the required forms by the dates established and published by Financial Aid Services.

Financial aid at FIT is based upon financial need, which is determined by subtracting the estimated family contribution (EFC), which is calculated by the Department of Education based on the information submitted on the FAFSA, from the cost of attendance, which is determined by your state of residency, major, and housing status.The amount of financial aid awarded depends on funds available to FIT as well as the student's educational budget and anticipated available resources. Priority for institutionally administered funds is given to students who apply on time and are enrolled in designated full-time degree programs. Federal funds at FIT are contingent on congressional authorizations and appropriations, and institutional funds are subject to program funding. Eligibility requirements and funding regulations governing federal and state programs may change from year to year depending on legislative action. For more information, go to: fitnyc.edu/financialaid.

All actual financial aid applied to the student's account that is in excess of the direct charges (i.e. tuition, fees, housing, meal plans) will be refunded to the student by the Bursar's Cashiering Office (Room B-127), starting at the end of the first week of classes, and on a weekly basis thereafter. Students may also choose to receive their refunds via direct deposit to their checking or savings account. Changes in tuition charges or housing plans can also affect aid eligibility as the cost of attendance changes. Financial aid is subject to change based on changes to government and institutional regulations or changes in availability of funds.

FINANCIAL AID PROGRAMS

FIT Foundation Scholarship

Scholarship funds are administered by FIT from funds donated to the FIT Foundation by many firms, organizations, and individuals. These awards are based on financial need as well as superior potential to succeed in a major area. To reapply for the scholarship for the following semester, recipients must maintain at least a 3.0 semester GPA at FIT and must reapply for financial aid by filing a new FAFSA each academic year by January 15 of the prior academic year. Scholarships are not automatically renewed each year. Renewal is based on the scholarship guidelines and financial need, as well as semester grades and availability of funds. Recipients must also maintain a full-time course load (12 or more credits) to maintain eligibility. Scholarships are limited to four semesters in the lower division and four semesters in the upper division.

FIT Foundation Grant

A grant administered by FIT from funds donated to the FIT Foundation by many firms, organizations, and individuals. This award is based on financial need and availability of funds. Eligibility is determined each year and is based on full-time enrollment (12 or more credits), maintaining a 2.3 GPA, and availability of funds. Recipients must file for financial aid each academic year by January 15 of the previous academic year. These grants are limited to four semesters in the lower division and four semesters in the upper division.

Federal Pell Grant

This award is based upon eligibility, determined by the Department of Education, as a result of the information submitted on the FAFSA. The award may be adjusted based on credit load each semester. Pell Grants are limited to the equivalent of six years of full-time funding for students who have not yet earned a bachelor's degree.

Federal Supplemental Education Opportunity Grant (FSEOG)

This federal grant, administered by FIT, is awarded to undergraduate students who are Pell-eligible and demonstrate exceptional financial need. Awards are based upon the availability of funds.

Federal Work Study Program (FWS)

Federal Work Study is awarded based upon financial need, timely FAFSA application, request by the student on the FAFSA, and availability of FWS funds. Federal Work Study is not automatically renewed each year. Students will be paid twice a month for hours actually worked with the maximum being 10 hours per week, therefore, funds cannot be directly credited toward the FIT bill. Part-time jobs are available on and off campus at approved agencies. Off-campus opportunities are available at community service organizations such as the "America Reads Program" and the Public Service Corps.

Educational Opportunity Grant (EOP)

A grant (from New York State funds), awarded to in-state students admitted to FIT who meet the EOP criteria described in the SUNY Admissions booklet. The amount of the award depends on financial need, the number of students in the program, and the amount of funds available. Students are required to attend meetings and participate in EOP programs to maintain eligibility.

New York City Council Merit Scholarship

The New York City Council Merit Scholarship rewards New York City high school graduates who have proven their ability to succeed academically while they were in high school. Eligible students will receive $800 per year ($400 per semester). Scholarship awards may vary for each academic year. To be renewed, students must maintain continuous full-time (12 credits) enrollment with a cumulative GPA of 3.0 or higher.

SATISFACTORY ACADEMIC PROGRESS (SAP) STANDARDS FOR FINANCIAL AID RECIPIENTS

The Higher Education Amendments require that colleges and universities provide federal aid to those students who are in good academic standing and making satisfactory progress in a degree program. The U.S. Department of Education requires that students make satisfactory academic progress (i.e., successfully complete at least 67 percent of attempted courses) and work toward a minimum cumulative GPA of 2.0.

Total Credit Hours Attempted	1.25 - 1.49 GPA	1.50 - 1.74 GPA	1.75 - 1.99 GPA	2.00 - 4.00 GPA
3-17	Warning	Satisfactory	Satisfactory	Satisfactory
18-35	Unsatisfactory	Warning	Satisfactory	Satisfactory
36-53	Unsatisfactory	Unsatisfactory	Warning	Satisfactory
54-71+	Unsatisfactory	Unsatisfactory	Unsatisfactory	Satisfactory

The Satisfactory Academic Progress (SAP) guidelines are available in Financial Aid Services and at fitnyc.edu/financialaid. Students are responsible for reading and adhering to these guidelines.

Students not meeting the SAP standards will be issued a warning and placed on financial aid warning. Once in this status, if a student again does not meet the SAP standards, the student's status will be changed to financial aid termination. Under this status, the student will lose the benefit of federal and institutional aid. If there were extenuating circumstances that led to the termination, s/he may submit an appeal that will be reviewed by the SAP Appeals Committee. The student will then be advised, in writing, of the committee's decision. Should the appeal be approved, the student will regain eligibility for one semester and be placed on financial aid probation. The student will be required to visit Academic Advisement and agree to an academic plan as well as complete select financial literacy courses online. Should the appeal be denied, to be reinstated, the student must at their own expense successfully complete enough credits based on the classification as a full-time or part-time student, with a cumulative GPA of 2.0 or higher, to bring the quantitative and /or qualitative standards back to satisfactory levels. The student can then petition in writing to the SAP Review Committee requesting reinstatement of their financial aid eligibility.

FINANCIAL AID WITHDRAWAL AND RETURN OF FUNDS

As of the first day of classes, the student is responsible for tuition and fee charges (or a portion) if registered. It is extremely important to officially withdraw from the College if the student will not be attending classes in order to avoid being billed for the semester. Please notify the Registrar of withdrawal, even if it is prior to the beginning of classes. Financial aid recipients who withdraw partially or fully must have their financial aid reviewed, and possibly adjusted. If students fully withdraw during the first 60 percent of the enrollment period and have any form of federal aid disbursed, the amount of refunds returned will be based upon a distribution formula as required by federal regulations. The refund distribution, prescribed by law and regulation, is in the following order: Unsubsidized Federal Direct Stafford Loan, Subsidized Federal Direct Stafford Loan, Federal Perkins Loan, Federal Direct PLUS Loan, Federal Pell Grant, Federal SEOG, other Title IV Aid programs, and other federal sources of aid.

Additional information on these refund and repayment policies may be obtained from Financial Aid Services.

TUITION ASSISTANCE PROGRAM (TAP) FOR NEW YORK STATE RESIDENTS

Full-time students who are New York State residents may be eligible for a TAP grant ranging from $500 to full tuition per year. New York State residents who are registered for 6–11 credits in a degree program may be eligible for Aid for Part-Time Students (APTS) or Part-Time TAP. For more information, visit fitnyc.edu/financialaid or hesc.ny.gov. Only courses required for the student's current degree program will count toward TAP enrollment.

Regulations require that full-time students receiving state awards complete a minimum number of credits each term in a degree program with a minimum GPA, and accumulate enough credits to graduate with an associate degree within a maximum of six semesters of aid, and a bachelor's degree in eight total semesters of aid.

Also, students must be registered and enrolled for at least 12 credits in their degree program at the time of TAP certification. Three factors are considered in certification of eligibility:

- academic progress in the previous semester;
- program pursuit in the previous semester;
- a minimum of 12 credits in the degree program.

Regulations allow for one waiver during a student's undergraduate career. According to the waiver guidelines, students may ask for and receive the waiver if good reason is presented for their inability to meet minimum standards. The waiver will become part of students' records and they are expected to make satisfactory progress thereafter. The waiver is not automatically given, and students must apply and be approved.

More detailed information and waiver forms are available in the Registrar's Office, Room C158, or at fitnyc.edu/registrar. TAP eligibility requirements are subject to change based on New York State legislation.

School Codes
2070: Lower Division
0975: Upper Division

SATISFACTORY ACADEMIC PROGRESS (SAP) FOR TUITION ASSISTANCE PROGRAM (TAP) ELIGIBILITY

TAP is a grant for New York State residents. It does not have to be paid back. Awards are based on New York State net taxable income and tuition charges. Final determination of awards is made as a result of the completion of the Express TAP Application (ETA) each year, and funding levels are dependent on the passing of the New York State Budget.

Before being certified for a specific TAP payment, a student must have accrued a minimum number of credits toward their degree while maintaining a minimum Cumulative Grade Point Average (CGPA). A student must also complete (pass or fail) a certain percentage of credits during the semester they receive TAP.

STANDARD OF SATISFACTORY ACADEMIC PROGRESS FOR PURPOSE OF DETERMINING ELIGIBILITY FOR TAP

Associate Level

Before Being Certified for This Payment*	Must Complete This Percentage of Previous Semester	Student Must Have Accrued at Least This Many Credits	Required GPA
First (6 PTS)	0%	0	.0
Second (12 PTS)	50%	6	1.3
Third (18 PTS)	50%	15	1.5
Fourth (24 PTS)	75%	27	1.8
Fifth (30 PTS)	75%	39	2.0
Sixth (36 PTS)	100%	51	2.0
Seventh (EOP)	100%	66	2.0
Eighth (EOP)	100%	81	2.0

* TAP points may have differed based on whether or not the student took summer sessions. Students with disabilities are not required to register full-time. However, they still must meet Academic Progress Pursuit as listed above. EOP students are not allowed to receive TAP beyond the normal six-payment schedule.

50% = 6.0
75% = 9.0
100% = 12.0

Baccalaureate Level

Before Being Certified for This Payment*	Must Complete This Percentage of Previous Semester	Student Must Have Accrued at Least This Many Credits	Required GPA
First (6 PTS)	0%	0	.0
Second (12 PTS)	50%	6	1.5
Third (18 PTS)	50%	15	1.8
Fourth (24 PTS)	75%	27	1.8
Fifth (30 PTS)	75%	39	2.0
Sixth (36 PTS)	100%	51	2.0
Seventh (42 PTS)	100%	66	2.0
Eighth (48 PTS)	100%	81	3.0
Ninth EOP	100%	96	2.0
Tenth EOP	100%	111	2.0

* TAP points may have differed based on whether or not the student took summer sessions. Students with disabilities are not required to register full-time. However, they still must meet Academic Progress Pursuit as listed above. EOP students are not allowed to receive TAP beyond the normal six-payment schedule.

50% = 6.0
75% = 9.0
100% = 12.0

EXCELSIOR SCHOLARSHIP FOR NEW YORK STATE RESIDENTS

The Excelsior Scholarship, combined with other free forms of financial aid, allows students to attend the Fashion Institute of Technology tuition-free. This fact sheet provides eligibility requirements to qualify for the scholarship and the academic requirements a student must meet to retain eligibility for the program.

Eligibility

To meet the initial eligibility criteria for the Excelsior Scholarship, an applicant must:

- be a resident of NYS and have resided in NYS for 12 continuous months prior to the beginning of the term;
- be a U.S. citizen or eligible non-citizen;
- have either graduated from high school in the United States, earned a high school equivalency diploma, or passed a federally approved "Ability to Benefit" test, as defined by the Commissioner of the State Education Department;
- have a combined federal adjusted gross income of:
  - $100,000 or less on your 2015 tax return for 2017-2018;
  - $110,000 or less on your 2016 tax return for 2018-2019;
  - $125,000 or less on your 2017 tax return for 2019-2020;
- be pursuing an undergraduate degree at a SUNY or CUNY college, including community colleges;
- be enrolled in at least 12 credits per term and complete at least 30 credits each year (successively), applicable toward his or her degree program;
- not be in default on a student loan made under any NYS or federal education loan program or on the repayment of any NYS award;

- be in compliance with the terms of the service condition(s) imposed by a NYS award previously received; and
- complete a contract agreeing to reside in New York State for the length of time the award was received, and, if employed during such time, be employed in New York State.

Award Amount

Excelsior Scholarship recipients attending Fashion Institute of Technology may receive an annual tuition award up to full cost of tuition. The maximum award amount is reduced by other forms of free student aid such as Federal Pell Grant, NYS Tuition Assistance Program (TAP), Federal SEOG, tuition waivers, scholarships not earmarked for other purposes, Access-VR, and certain military benefits.

Excelsior award amounts are subject to change. Award amounts may change as other financial aid is received or as enrollment changes during the term.

The Excelsior Scholarship pays for tuition only. Students are responsible for paying fees, housing, meals and books or using some other form of financial aid to cover these educational expenses.

Excelsior covers tuition charges for the fall and spring terms only. Students are responsible for paying all educational expenses incurred during winter and summer sessions.

Academic Requirements

Students must enroll in 12 college credits fall and spring semesters, and complete 30 credits during the year. Remedial courses do not count toward full-time enrollment for Excelsior purposes. Students enrolled in remedial courses may be eligible for Excelsior as long they are enrolled in 12 college credits each semester and complete 30 credits per year.

The Excelsior Scholarship promotes on-time degree completion. Students who change their major may continue to receive Excelsior funding as long as you are on track to complete the new degree program in two years. If you change your major and require more time to complete the new degree, you become ineligible for future payments of Excelsior.

Students may use the summer and winter terms to satisfy the 30 credits per year requirement. There are no Excelsior payments for the summer or winter terms.

Students who fail to complete the annual 30 credit hour requirement will receive their first Excelsior payment. However, you will be responsible for the tuition liability for your second term of enrollment. In addition, you become ineligible for any future payments of Excelsior because you are no longer on track to complete your degree on time.

Once a student loses their eligibility for their Excelsior Scholarship, they cannot get it back.

Students must complete a FAFSA and TAP application each academic year of eligibility.

Advisement Recommendations

Because of the strict academic requirements of the Excelsior Scholarship program, students are strongly encouraged to check with their academic advisor and Financial Aid Services before doing any of the following:

- Dropping or withdrawing from a class
- Changing your major
- Taking classes that are not in your program of study

Students who qualified for the Excelsior Scholarship, but who did not receive an award due to other free forms of student aid, should maintain the academic requirements of the program in the event you become eligible for a monetary award in future terms at the Fashion Institute of Technology or if you transfer to a another SUNY/CUNY school.

Questions

Full program requirements are available online at www.hesc.ny.gov/excelsior. The Financial Aid Office can answer questions regarding academic eligibility.

Please note that this information is based on current regulations and is subject to change as per New York State legislation and policy from the Higher Education Services Corporation (HESC).

The FIT Foundation

Marvin Feldman Center, Room C204, (212) 217-4100
fitnyc.edu/foundation

The FIT Foundation secures financial support to advance FIT's mission.

Originally formed in 1944 as The Educational Foundation for the Fashion Industries, the FIT Foundation raises funds for FIT's strategic priorities, such as scholarships, program support, and capital projects. The FIT Foundation serves as a bridge between donors and FIT's schools, departments, and programs, building a vibrant community of support among alumni, industry, and friends of FIT.

The FIT Foundation is designated a tax-exempt institution under Federal Internal Revenue Service Code Section 501(c)(3).

FIT has received recognition from the fashion and related industries, alumni, and friends through generous financial gifts. The list of commencement awards, loan funds, and scholarships attests to their commitment to the college.

HONORARY CHAIRS

Emily Wilkens Chair in External Impressions In 1965, the Board of Trustees of the Fashion Institute of Technology established a chair honoring Ms. Wilkens for her assistance and counsel in founding a program to foster self-evaluation and self-improvement as steps toward social maturity.

ENDOWMENTS

Edwin Goodman Endowment in Fashion (Buying and Merchandising) In 1955, the Goodman family established an endowment of fashion in memory of Edwin Goodman, of Bergdorf Goodman. The endowment made possible the development of the Fashion Business Management major.

International Fabricare Institute Endowment in Textile and Apparel Care Technology In 1966, the National Institute of Dry Cleaning established an endowment in textile and apparel care technology. This endowment helped to develop materials and programs for the distribution of information about servicing and maintaining fashion products to designers, manufacturers, and distributors, as well as maintenance of the Textile and Apparel Lab.

The Wool Bureau Endowment In 1968, The Wool Bureau, Inc., established an endowment for the development of a program to enrich knowledge and awareness of the utilization of wool and wool textile products in apparel and home furnishings. The endowment achieves these objectives through teaching, through direct applications in design and manufacturing technology, and through research involving wool and wool products.

Trifari, Krussman and Fishel, Inc., Endowment in Jewelry In 1975, the world-renowned jewelry firm of Trifari, Krussman and Fishel, Inc., endowed a jewelry design laboratory in honor of the company's 50th anniversary. The endowment is used to assist the program in Jewelry Design, which began in September 1975.

The Shirley Goodman Resource Center Endowment In 1975, a resource center support fund was named and endowed to honor Shirley Goodman, executive vice president emeritus of FIT and executive director of the FIT Foundation (1949-91). Today, the Shirley Goodman Resource Center houses the Gladys Marcus Library, The Museum at FIT, and the School of Graduate Studies.

The Revlon Endowment in Cosmetics Marketing In 1980, the Revlon Corporation established an endowed fund to enrich and extend the Cosmetics and Fragrance Marketing program. Each year, one student is awarded The Revlon Commencement Award for Academic Achievement.

Jack C. Lebowitz Endowment in Menswear In 1981, the National Association of Men's Sportswear Buyers created an endowment in Menswear. The endowment honors the memory of Mr. Lebowitz, a former buyer at Macy's.

Norman M. Morris Endowment in Jewelry Design In 1981, Norman M. Morris, whose firm was the United States agent for Omega watches, established an endowed fund in Jewelry Design. The fund provides for the inclusion of watch design within the department's program of study.

Scovill Endowment in Research and Design In 1984, the Scovill Apparel Fasteners Group provided an endowment for research in product design and applications emphasizing fasteners utilization. The chair of this endowment serves as the liaison between students and faculty and the fasteners industry.

Intimate Apparel Endowment in Fashion Design In 1985, a league of corporation and private sponsors, primarily in the intimate apparel industry, endowed funds to develop an intimate apparel specialization in the Fashion Design BFA program. Part of these funds are used for a yearly honor scholarship and merit award for students studying intimate apparel.

The Mildred Custin Room In 1986, family and friends of Mildred Custin, known as America's "first lady" of retailing, endowed funds to name and maintain a room in her honor. Today, the Mildred Custin Room is a highly used computer library resource lab.

Gustav Neimeyer Endowment in Jewelry Design In 1988, the trustees of the Gustav H. Neimeyer Memorial Education Fund voted to create a discretionary endowment with the remaining assets of the fund for the Jewelry Design Department.

The Colin Birch Memorial Window In 1990, friends of Colin Birch, the display window artist at Bloomingdale's for many years, endowed funds to maintain FIT's display window on Seventh Avenue. This window and its ever-changing displays by Visual Presentation and Exhibition Design students act as a living memorial to Mr. Birch.

Phillips-Van Heusen Endowment in Menswear In 1990, the Phillips-Van Heusen Corporation created an endowment to enrich the program in Menswear.

Lawrence Israel Lecture Series in Interior Design In 1997, Professor Lawrence Israel, architect and faculty member, established an endowed fund for the Interior Design Department to create the Lawrence Israel Lecture Series of distinguished design professionals.

Mildred Rothman Endowment in Educational Skills In 1998, this endowment was bequeathed by Professor Mildred Rothman to be used for the benefit of students in Educational Skills.

Elsa Peretti Professorship in Jewelry Design In 2001, Tiffany and Co. established the Elsa Peretti Professorship in Jewelry Design. On the occasion of the 25th anniversary of its successful and rewarding collaboration with Elsa Peretti, Tiffany created a perpetual fund for faculty salary support in the Jewelry Design Department. At Ms. Peretti's request, the endowment is established in honor of her long friendship and professional association with Samuel Beizer, founding chairman of FIT's Jewelry Design Department.

George T. Dorsch Fund In 2002, the Estate of George T. Dorsch established an endowment to enhance the History of Art and Civilization Department.

Dr. Leonard Florence and Sy Steward Global Scholars Endowment in Home Products In 2005, this endowment was created to honor the contributions of two leaders in the field of home products. This endowment enables Home Products Development students to participate in international trade shows and study abroad programs.

Alfred Z. Solomon-Janet A. Sloane Endowment Fund In 2005, this endowment was created to support the accessories collection at The Museum at FIT. It will help fulfill the museum's mission to educate students and the general public about the artistic, historical, and social significance of fashion.

SCHOLARSHIPS

Scholarship gifts help further FIT's mission. Full and partial scholarships are available to full-time students offering evidence of financial need and academic merit. A limited number of partial scholarships have been established for matriculated evening and weekend students who demonstrate financial need. A number of scholarships provided by the friends and families of FIT are awarded—based on aptitude, need, and/or scholastic achievement—to students who have completed a year of study at FIT. Some of these are limited to specific criteria established by the donor.

Financial Aid Scholarships

NAMSB Scholarship Fund (1998) (Menswear majors)
Abe Schrader Corporation Scholarship (Fashion Design majors)
Abraham L. Blumenfeld Endowed Scholarship (Menswear majors)
Adele and Wesley Simpson Endowed Scholarship (Fashion Design–Apparel majors)
Adele C. Elgart Memorial Endowed Scholarship
Adolph, Lily and Peter Vogel Scholarship
Alberto Lattuda Travel Scholarship
Allan R. Johnson Scholarship (Fashion Business Management majors)
Allan R. Johnson Scholarship (Fashion Design majors)
Alumni Association Scholarship
Andrew Rosen Scholarship (Fashion Business Management majors)
Anglo Fabrics Endowed Scholarships (Textile Development and Marketing majors)
Anita James Rosen Endowed Scholarship (Fashion Design majors)
Ann Kissel Grun Endowed Alumni Scholarship (Jewelry Design and Fashion Design majors)
Annette Green Honor Scholarship (Cosmetics and Fragrance Marketing majors)
Antonio Lopez Alumni Scholarship (Fashion Illustration majors)
Apparel Guild Endowed Scholarship (Fashion Business Management majors)
Arthur Englander Memorial Scholarship (marketing majors)
Arthur R. Rolofo Scholarship
Bergdorf Goodman Scholarship Fund (Fashion Business Management majors)
Bernard G. Cohn Memorial Honor Scholarship (Fashion Business Management majors)
Bernice and Milton Stern Scholarship
Bessie and Barnet Ginsburg Family Memorial Scholarship
Bill Carone Memorial Endowed Scholarship (Fashion Business Management majors)
Bloomingdale's Annual Scholarship (Fashion Business Management majors)
Bonnie Cashin Memorial Fund
Borg Fabrics Endowed Scholarship (Fashion Design–Apparel majors)
Brunschwig & Fils Endowed Honor Scholarship (Interior Design majors)
Buick Design Endowed Scholarship
C. Rosen Scholarship (Fashion Design majors)
Carl Rosen Scholarship (Fashion Design majors)
Carleton Woolen Mills, Inc. Endowed Scholarship (Textile/Surface Design majors)
Carole Gottlieb Lang Memorial Scholarship (Fashion Business Management majors)
Carolee Scholarship
Catherine Kelly Memorial Scholarship (Fashion Business Management majors)
Cato-Howard Davidowitz Scholarship Fund (Fashion Business Management majors)
Cato-Murray Turkel Scholarship Fund (Fashion Business Management majors)
Charles Nolan Scholarship Fund (Fashion Design majors)
Colbert Foundation Endowed Scholarship

David B. Weiss Memorial
David Dubinsky Foundation Endowed Scholarship (Fashion Design–Apparel majors)
David Mercer Scholarship (Fashion Business Management majors)
David Schwartz Foundation Scholarship (Fashion Design majors)
David Zelinka Endowed Scholarship (Fashion Design–Apparel majors)
Davidow Suits, Inc. Endowed Scholarship (Fashion Design–Apparel majors)
Delores Zuckerman Gewirtz Scholarship (Fashion Design or Textile/Surface Design majors)
Dianne Rubinfeld Scholarship Fund (Fashion Business Management majors)
Dorothy Ross Memorial Scholarship (Advertising and Marketing Communications majors)
E. Susan Johnson Scholarship (Advertising and Marketing Communications majors)
Echo Design Group
Ed Kavanaugh and Stanley Kohlenberg Scholarship (Cosmetics and Fragrance Marketing majors)
Edward Weissman Endowed Scholarship (Production Management majors)
Edwin A. Goodman Endowed Scholarship
Eli Elias Endowed Scholarship (Production Management majors)
Ellen Alpert Scholarship Fund
Elliot Lippin Scholarship Fund
Elsa Peretti Endowed Scholarship (Jewelry Design majors)
Elsa Peretti/Tiffany & Co. Scholarship (Jewelry Design majors)
Emanuel and Mabel Weintraub Scholarship (Production Management majors)
Endowing Excellence Scholarship Fund
Etienne Aigner Endowed Scholarship (Accessories Design majors)
Faberge Design Endowed Scholarship
Faie J. Joyce Endowed Scholarship (Graduate Studies)
Fairchild Publications Endowed Scholarship (Advertising and Marketing Communications majors)
Fashion Group Foundation Scholarship (Fashion Design–Apparel majors)
Fashion Group/Isabel and Ruben Toledo Scholarship (Fashion Design–Apparel majors)
Fashion Services Network Scholarship
Fifth & Pacific Foundation Scholarship
Fifth & Pacific Foundation Scholarships I and II
Fifth & Pacific Foundation/Harold Brawer Memorial Scholarship
Fifth & Pacific Scholarship (Direct and Interactive Marketing majors)
Fifth & Pacific Scholarship in Honor of Annette Green (Cosmetics and Fragrance Marketing majors)
Fifth & Pacific Scholarship in Honor of Dillard's (Fashion Design majors)
Fifth & Pacific Scholarship in Honor of Shirley Goodman (marketing majors)
Filene's Charitable Foundation Endowed Scholarship (Fashion Business Management majors)
Financo, Inc. Scholarship
FIT Alumni Association Scholarship
FIT General Scholarship Fund
Francesca S. Joelson Scholarship Fund (Fashion Design majors)
Frank Olive Memorial Fund (Accessories Design majors)
Fred Pomerantz Honor Scholarship (Fashion Design–Apparel majors)
Frederick Atkins, Inc. Endowed Scholarship (Fashion Business Management majors)
General Mills/David Crystal, Inc. Scholarship (Fashion Design–Apparel majors)
George J. Greenberg Endowed Scholarship (Fashion Business Management majors)
George S. Kaufman Endowed Scholarship
George S. Kaufman Scholarship
Gerald & May Ellen Ritter Memorial Scholarship (Fashion Design–Apparel majors)
Gershon & Judith Lieber
Gerson & Judith Leiber Endowed Scholarship (Accessories Design majors)
Gerta Pomerantz Fund (Fashion Design–Apparel majors)
Gianni Versace Memorial Fund (Fashion Design majors)
Gimbel Brothers–Saks Fifth Avenue Endowed Fund (Fashion Business Management majors)

Giorgio Armani Fashion Corp. Endowed Scholarship (Menswear majors)
Giorgio Di Sant'Angelo Memorial Endowed Fund (Fashion Design majors)
Harve Benard Endowed Scholarship
Hazel Bishop Endowed Scholarship (Cosmetics and Fragrance Marketing majors)
Headwear Association Scholarship (Accessories Design majors)
Helen Galland/Baker Scholarship
Henry R. Kravis Scholarship (textiles majors)
Hoechst Celanese Endowed Scholarship (Textile/Surface Design majors)
Hoechst Fibers, Inc. Endowed Scholarship (Textile/Surface Design majors)
I. Kleinfeld and Sons Endowed Scholarship (Fashion Design majors)
Ira Guilden Memorial Endowed Scholarship (Fashion Design majors)
Ira Hechler Scholarship
Jacalyn E.S. Bennett Endowed Scholarship (Fashion Design majors)
Jack Fenstermacher Endowed Scholarship (Fashion Illustration majors)
Jackwyn L. Nemrov Scholarship
Jaclyn, Inc. Scholarship (Accessories Design majors)
Jan Law Scholarship Fund (Fashion Design–Intimate Apparel majors)
J.C. Penney Endowed Scholarship (Fashion Business Management majors)
Jean Claude Mastroianni (Fashion Design majors)
Jean Wallrapp Memorial Scholarship
Jerome and Simona Chazen Scholarship
Jerry Silverman, Inc. Endowed Scholarship (Fashion Design–Apparel majors)
Joel B. Wigler Memorial Scholarship (Fashion Business Management majors)
John E. Reeves Scholarship (Textile Development and Marketing majors)
John Fabian Endowed Scholarship (Fashion Design–Knitwear majors)
John G. Ledes Endowed Honor Scholarship (Cosmetics and Fragrance Marketing majors)
John J. Pomerantz (I) Endowed Scholarship (Fashion Design–Apparel majors)
John J. Pomerantz (II) Scholarship Fund (Fashion Design–Apparel majors)
Joseph A. Coleman, MD–Maidenform Scholarship (Fashion Design–Apparel majors)
Joseph Calio Memorial Scholarship (Technical Design majors)
JP Stevens & Co., Inc. Scholarship (textiles majors)
JPMorgan Chase Scholarship (formerly Chemical Bank)
Judith & Burton Resnick Scholarship (Fashion Design majors)
Judith Ripka Scholarship (Jewelry Design majors)
Jules Yuckman Memorial Endowed Scholarship (Textile/Surface Design majors)
Julian R. Geiger Scholarship (Business and Technology majors)
Kaufhof Scholarship (Business and Technology majors)
Kate Spade and Company Scholarship
Kayser-Roth Foundation Endowed Scholarship
Kimora Lee Simmons Scholarship
Laurence C. Leeds Endowed Scholarship
Laverne Neil Memorial Scholarship
Lee and Marvin Traub Scholarship Fund (marketing majors)
Leo and Elly Honig–Anglo Fabrics Scholarship
Leonard W. Pollatschek Memorial Scholarship (Menswear majors)
Leslie Blodgett Endowed Scholarship (Business and Technology majors)
Leslie Fay, Inc. Endowed Scholarship (Fashion Design–Apparel majors)
Lion Brand Yarn Co. Endowed Scholarship (Textile Development and Marketing majors)
Lord & Taylor Scholarship (Fashion Business Management majors)
Louise Dahl-Wolfe Endowed Scholarship Fund (Photography majors)
Lynn and Carl Goldstein Endowed Scholarship (Home Products Development majors)
Macy's New York Endowed Scholarship (Fashion Business Management majors)
Maidenform, Inc. Scholarship (Fashion Design–Apparel majors)

Marco Wachter Memorial-Mondo Inc. Scholarship
Margo Scavarda and Lawrence Aiken Scholarship (Cosmetics and Fragrance Marketing majors)
Maria Spagnola Alaya Scholarship Fund
Marie Auyang Scholarship Fund (Technical Design majors)
Marie B. Simms Endowed Scholarship
Marion and Myron Alexander Endowed Scholarship (Textile Development and Marketing and/or Textile/Surface Design majors)
Marvin Feldman Endowed Scholarship
Marvin Feldman Memorial Scholarship Fund
Maurice Bidermann Endowed Scholarship (Menswear major)
May and Samuel Rudin Foundation Scholarship
May Department Stores Scholarship
Melanie Amariglio Endowed Scholarship (Fashion Design majors)
Melvin E. Dawley Endowed Scholarship (Fashion Business Management majors)
Melvin E. Kleeblatt Endowed Scholarship (Fashion Design–Apparel majors)
Michael Kors Endowed Scholarship (Fashion Design majors)
Michele Marzigliano Memorial Scholarship (arts majors)
Milliken & Company Scholarship
Milton J. Cassell Memorial Scholarship (Menswear majors)
Monique Recant Memorial Endowed Scholarship
Morris Camhe Endowed Scholarship (Fashion Design majors)
Mortimor H. April Endowed Scholarship (Fashion Business Management majors)
Myron H. Blumenfeld Endowed Honor Scholarship (Cosmetics and Fragrance Marketing majors)
NAMSB Scholarship Fund (Menswear or Fashion Design majors)
Nancy Greer, Inc. Endowed Scholarship
Nancy Yedlin Alumni Scholarship
National Board of Coat and Suit Industry Scholarship
National Millinery Planning Board Scholarship
Neiman Marcus Endowed Scholarship (Accessories Design majors)
New York Times Honor Scholarship (Advertising and Marketing Communications majors)
Norman V. Wechsler Scholarship (Fashion Business Management majors)
Ok Cha Lee Mason Endowed Scholarship
Pantone, Inc. Scholarship
Pat Sandler Memorial Alumni Scholarship (Fashion Design majors)
Patty and Jay Baker Scholarship Fund (Business and Technology majors)
Paul Hellman Foundation Scholarship
Paul Honig Endowed Scholarship
Peggy Ward/Macy's Scholarship (Fashion Business Management majors)
Petrie Stores Endowed Scholarship (Fashion Business Management majors)
Pierre Cardin Scholarship (Fashion Design majors)
Raincheetahs by Naman Scholarship (Fashion Design–Apparel majors)
Reeves Brothers Foundation Scholarship (Textile Development and Marketing majors)
Regines Scholarship (Fashion Design majors)
Reliance Group Holdings, Inc. Scholarship (Fashion Design majors)
Retail Brand Alliance Endowed Scholarship
Revlon Foundation Scholarship (Cosmetics and Fragrance Marketing majors)
Revlon Linda Harris Endowed Scholarship (Cosmetics and Fragrance Marketing majors)
Richman Family Foundation Scholarship (Home Products Development majors)
Robert Chavez and Annette Green Endowed Honor Scholarship (Cosmetics and Fragrance Marketing majors)
Robert J. Suslow Endowed Scholarship Fund (Fashion Business Management majors)
Robert Lagary Memorial Scholarship
Robert Rose Scholarship (Jewelry Design majors)

Robert Stock Endowed Scholarship Fund (Menswear majors)
Roger Caracappa Scholarship (Cosmetics and Fragrance Marketing and Management or Packaging Design majors)
Rose Wells Bing Endowed Scholarship (Fashion Business Management majors)
Ruben Cruz Scholarship Fund
Russ Togs, Inc. Scholarship (textiles majors)
Rwitobrato Datta Scholarship
Samuel and Sara Golub Scholarship (Fashion Design majors)
Samuel L. Deitsch Scholarship
Sandra and Arthur Tauber Endowed Scholarship (Home Products Development majors)
Sidney Bernstein Scholarship
Splash Swimwear Endowed Scholarship (Fashion Design majors)
Spring Mills, Inc. Scholarship (Textile/Surface Design majors)
Stan Filonovich Scholarship
Sterling National Bank Student Success Scholarship
Student-Faculty Corporation Scholarship
Suzy Perette, Inc. Endowed Scholarship (Fashion Design–Apparel majors)
TDA/Bruce Roberts Scholarship (Textile Development and Marketing majors)
The Liz Claiborne/Arthur Ortenberg Scholarship Given by Fifth & Pacific (Advertising and Marketing Communications majors)
The Liz Claiborne/Arthur Ortenberg Scholarship Given by Fifth & Pacific (Fashion Design majors)
The Liz Claiborne/Arthur Ortenberg Scholarship Given by Fifth & Pacific (Illustration majors)
The Liz Claiborne/Arthur Ortenberg Scholarship Given by Fifth & Pacific (Production Management majors)
Tiedemann Trust Endowed Scholarship
TJX/Jack Lindner Scholarship (Fashion Design and Fashion Business Management majors)
Tokai Womens Jr. College Scholarship
Valerie N. Steele Memorial Scholarship Fund
Vidal Sassoon Scholarship
Vittorina Rolofo Scholarship
Walter Richardson Memorial Scholarship (Fashion Business Management majors)
Walter Riedler Scholarship Fund
Warnaco Scholarship Fund
Werner Klaas Scholarship Fund (Textile Development and Marketing majors)
Westpoint Stevens Endowed Scholarship (textile majors)
William Lauder Scholarship Fund (Cosmetics and Fragrance Marketing majors)
William Randolph Hearst Foundation
Wool Bureau Endowed Scholarship (Textile/Surface Design majors)
YMA Endowed Scholarship (textile/apparel majors)
Zelinka-Matlick, Inc. Endowed Scholarship (Fashion Design–Apparel majors)
Zina Sisman Levy Memorial Endowed Scholarship (Textile/Surface Design majors)

Departmental Scholarships

Arthur Price Memorial Scholarship, Textile Development and Marketing
Breakfast 2003 Endowed Scholarship, Home Products Development
Breakfast 2004 Endowed Scholarship, Home Products Development
Breakfast 2005 Endowed Scholarship, Home Products Development
Christine Pratt Home Products Alumni Scholarship, Home Products Development
David, Ruth & Howard Israel Scholarship, Fashion Design–Children's Wear
Felice and Al Lippert Endowed Scholarship Fund, Fashion Business Management
George T. Dorsch Scholarship Fund, Art History
Har-Even Memorial Fund
Henry Doneger Scholarship Fund, Fashion Business Management

Henry Wolf Presidential Scholars Study Abroad Scholarship, Presidential Scholars
ITM Departmental Scholarship Fund, International Trade and Marketing
Jerry & Saskia McDaniel Scholarship Fund, Communication Design
Joe Powers Memorial Scholarship Fund, Visual Presentation and Exhibition Design
Lawrence J. Israel Interior Design Scholarship, Interior Design
Martin Paul Kahn Endowed Scholarship, Fashion Design–Children's Wear
Michael and Susanna Steinberg Endowed Scholarship, Home Products Development
Michael Fux Endowed Scholarship, Home Products Development
New Times Group ITM Scholarship, International Trade and Marketing
Patricia Zipprodt Endowed Scholarship, Fashion Design–Costume Design
Saturday Live/Nancy Yedlin, Precollege
The Ann and Harvey Zlesnick Endowed Scholarship, Home Products Development
The Barbara & Arnold Cohen Endowed Scholarship
The Carole Sloan Scholarship, Home Products Development
The Dr. Leonard Florence and Sy Stewart Global Scholarship Fund, Home Products Development
The Ellis Family Endowed Scholarship, Toy Design
The Gokhan-Kucuk Endowed Scholarship, Liberal Arts
The Harriet and Charles Stern Sustainable Interior Environments Research and Design Scholarship Award, Interior Design
The Interior Design Alumni Scholarship Award, Interior Design
The Jane Scott Memorial Endowed Scholarship, Cosmetics and Fragrance Marketing
The Jasha Ghitis Endowed Scholarship, Fashion Design
The Jean LaBue Endowed Scholarship in Memory of Sophie LaBue, Fashion Design–Intimate Apparel
The Jenny Brill Scholarship Fund, Accessories Design
The John Szarkowski Scholarship Award in Photography
The Julius H. Gewirtz Endowed Scholarship, Fashion Business Management
The Lester Gribetz Endowed Scholarship, Home Products Development
Warnaco/Gromek, International Trade and Marketing

Enrollment Management and Student Success

SERVICES

Business and Liberal Arts Center, Room B221, (212) 217-3800
fitnyc.edu/emss

The Division of Enrollment Management and Student Success is essential to FIT's primary goal: to promote the intellectual, cultural, personal, and social development of students, as well as to provide quality student services.

COUNSELING CENTER

David Dubinsky Student Center, Room A212B, (212) 217-4260
fitnyc.edu/counseling

The Counseling Center provides free, confidential counseling services and psycho-educational programs to help students adjust to college life, deal with problems that can affect their well-being and academic success, and develop skills needed for personal and professional success. The Counseling Center's counselors assess students' conditions and provide appropriate care: support during a crisis, short-term counseling, or a referral to qualified and affordable treatment resources in the community. Students are encouraged to seek out counseling at the first sign of difficulty, since early identification of problems minimizes the impact of those problems on their personal lives and their academic progress. Students may call or visit the Center to arrange an appointment. If in crisis, students can be seen immediately.

FIT-ABLE: DISABILITY SUPPORT SERVICES

David Dubinsky Student Center, Room A570, (212) 217-4090
fitnyc.edu/fitable

FIT provides students with disabilities the opportunity to self-identify with the Office of Disability Services (FIT-ABLE) in order to discuss options for accommodations while attending FIT. Students with learning disabilities, mental health issues, hearing/vision impairments, physical/mobility issues, chronic illnesses, pregnancy, and temporary disabilities are encouraged to meet with a FIT-ABLE staff member as soon as possible. Documentation must be provided by a non-FIT related qualified professional in the related field of disability, most often a physician, educational diagnostician, learning disability specialist, or mental health professional.

FIT-ABLE is a support service for FIT students, upholding the mandates of Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990, Titles II and III.

The office is a National Voter Registration Act voter registration site, whereby students with disabilities can register to vote or can make changes to their current voter registration information.

For additional information you can visit the FIT-ABLE Office in room A570, go to the website at fitnyc.edu/fitable or call the office at (212) 217-4090.

HEALTH SERVICES

David Dubinsky Student Center, Room A402, (212) 217-4190
fitnyc.edu/healthservices

FIT's Health Services is a primary care facility staffed by nurse practitioners, physicians, nutritionists, acupuncturists, a massage therapist, health educator, and yoga instructor. The office provides primary medical and gynecological care. A referral list of consultants is available when a specialist's evaluation and treatment are required. Health Services also provides counseling on topics such as family planning, nutrition, stress management, and health maintenance.

FIT has a mandatory health insurance policy. All full-time students (including international students) are automatically billed for health insurance. Students can be excused from the mandatory insurance if they have equal or better ACA-compliant health insurance from a US-based company. In order to waive the mandatory insurance, it is necessary to complete and submit a waiver form by the deadline. For deadline dates and other insurance information, contact Health Services.

New York State Public Health Law (NYS PHL) mandates that students enrolled for at least six (6) semester credit hours or the equivalent per semester must provide proof of immunity against measles, mumps, and rubella in order to attend classes. Students born prior to January 1, 1957, are exempt from these requirements.

Proof of immunity is defined for the following as:

Measles Two doses of live measles vaccine given on or after the first birthday, physician's documented history of the disease, or serological evidence of immunity.

Rubella (German Measles) One dose of live rubella vaccine given on or after the first birthday, or serological evidence of immunity. A physician-documented history for rubella will not be accepted.

Mumps One dose of live mumps vaccine given on or after the first birthday, a physician-documented history of the disease, or serological evidence of immunity.

New York State Public Health Law (NYS PHL) §2167 also requires colleges and universities to distribute information about meningococcal disease and vaccination to all students registered for 6 credits or more, whether they live on or off campus. Students must complete a meningitis information response form indicating if they will receive the meningitis vaccination, have received it in the past, or decline/refuse to receive the immunization.

Please note that according to NYS PHL, no institution shall permit any student to attend the institution in excess of 30 days or to register for the next semester's classes without complying with this law.

Immunization documentation and completed health forms are required prior to moving into our residence halls or attending class. Immunization documentation can be submitted and health forms completed at the FIT Student Health Portal.

INTERNATIONAL STUDENT SERVICES

Business and Liberal Arts Center, Room B103, (212) 217-3700
fitnyc.edu/iss

International Student Services (ISS) assists international students and offers an array of programs and services to international students and scholars representing nearly 70 countries. ISS staff work to promote meaningful interactions between U.S. residents and students from other countries through educational and social activities that seek to provide an international experience for all. ISS staff advise international students and scholars in F-1 and J-1 status on immigration, cultural, financial, academic, and personal concerns, and help coordinate the College's Cultural Fellows program.

RESIDENTIAL LIFE

Alumni Hall, first floor, (212) 217-3900
Kaufman Hall, first floor, (212) 217-3930
fitnyc.edu/housing

All matriculated, full-time students are eligible to apply for FIT housing.

The College's four residence halls—Alumni Hall, Coed Hall, Nagler Hall, and the George S. and Mariana Kaufman Hall—provide single-, double-, triple-, and quad-occupancy rooms and suites, all with laundry facilities, cable TV, and wireless internet connections. Meal plans are required in some of these accommodations, and are available for all students living in college housing. FIT residence halls are 100 percent alcohol-, drug-, and tobacco-free.

Staff

Residence halls are fully staffed to assist students. Professional staff, including Residential Education Coordinators and Assistant Residential Education Coordinators, live in the residence halls. Residential Life staff members are on call for emergencies at all times when the halls are occupied.

A security officer is posted in each residence hall lobby 24 hours a day when the residences are open. Visitors must provide proper identification and be signed in by residents.

Resident Assistants (RAs), student leaders who live on each floor, help to create an environment conducive to learning, building community, and achieving success. RAs help residents navigate life at college and assist in creating a community within the halls.

Activities and Programs

Students have many opportunities to participate in activities and programs sponsored by Residential Life and the Residence Hall Association. These experiences are designed to help students tap into their purpose, insights, and talents, leveraging the residential experience for growth.

Registrar

Marvin Feldman Center, Room C158, (212) 217-3820
fitnyc.edu/registrar

The Office of the Registrar exists to support the FIT community by providing information and services to support, facilitate, and promote the educational mission of the college. This role specifically includes providing information about registration, enrollment verification, and maintenance of permanent academic records for students, faculty, staff, and external constituencies in a timely, accurate, and confidential manner in accordance with college policy and state and federal law.

Student Life

David Dubinsky Student Center, Room A713, (212) 217-4130
fitnyc.edu/studentlife

The Department of Student Life offers a complete educational, cultural, and social experience. Student Life is responsible for clubs and organizations, student government, Orientation/Weeks of Welcome, Legacy Week, leadership workshops, and social programming. The department is the center of many extracurricular activities on campus. Through active participation in our diverse opportunities along with services offered through the Department of Student Life, students become engaged in campus life, enhancing their learning, exploration, and sense of community.

Activities

FIT Athletics and Recreation
fittigers.com

FIT has a strong and successful athletic tradition. The FIT Tigers are members of the National Junior College Athletic Association (NJCAA), Division III level. Numerous FIT teams and student athletes have garnered national and regional accolades for athletic and academic achievements, including national championships, regional championships, NJCAA Academic Teams, SUNY Chancellor's Award for Student Excellence Award Winners, and all-region, all-American, and academic all-American honors.

FIT Teams

- Women's and Men's Cross-Country
- Co-ed Dance Company
- Women's Soccer
- Women's and Men's Swimming and Diving
- Women's and Men's Table Tennis
- Women's and Men's Tennis
- Women's and Men's Track and Field
- Women's Volleyball

Recreation Programs

The College's recreation and intramural program is designed for the participation and enjoyment of the entire college community. Programs provide the opportunity for physical activity and promote wellness and productive use of leisure time. Participants at all skill levels are encouraged to participate.

- **Fitness classes**: The Athletics and Recreation Department sponsors a variety of free, drop-in fitness classes taught by certified instructors. Classes include Spin, Pilates, Yoga, Meditation, Boot Camp, Cardio Kick Boxing, Six Pack Attack, Hard Core, Zumba, Self Defense, HIIT and Run, Cardio Dance, and Cardio Express and are available to all FIT students.
- **Open gym**: Open gym hours during the week allow FIT students to participate in team and individual sports such as basketball, dance, table tennis, tennis, soccer, and volleyball.
- **Lari and Barbara Stanton Fitness Center**: The Lari and Barbara Stanton Fitness Center is located on the sub-basement level of the Dubinsky Student Center and is equipped with cardiovascular machines, various weight machines, Smith machine, and free weights.
- **Kaufman Fitness Center**: The Kaufman Fitness Center is located on the basement level of the Kaufman Residence Hall and is equipped with cardiovascular machines, weight machines, yoga balls, exercise bands, and free weights.

FIT Student CLUBS AND ORGANIZATIONS
fitnyc.campuslabs.com/engage

Clubs and organizations re-register annually. The major-oriented clubs are open to all students regardless of major and extend the study of the various disciplines in an informal way through such activities as field trips, guest speakers, and meetings with alumni.

Eligibility to be a member of a club or organization is restricted to current degree-seeking FIT students. All clubs are open to all degree-seeking students, regardless of major or course of study. Individual clubs and organizations may have additional requirements for membership. Clubs and organizations must adhere to FIT's Nondiscrimination Policy.

Candidates for an elected or appointed position on the FIT Student Government Association must maintain a minimum GPA of 3.0.

Please refer to FIT Link to see the directory of active clubs and organizations:

Media and publication groups are **bolded**.

- AATCC (American Association of Textile Chemists and Colorists)
- Accessories Design
- AD @ FIT (Art and Copy Club)
- AMA (American Marketing Association)
- ANIME & Sci-Fi Club
- Archery at FIT
- Art Collective
- ASN (Asian Student Network)
- ASL Club (American Sign Language Club)
- **Blush Magazine**
- BRAG (Black Retail Action Group)
- BSU (Black Student Union)
- CFMA (Cosmetics and Fragrance Marketing Association)
- Chabad - Jewish Life @ FIT
- Chinese Student Social Club
- Christian Fellowship
- Collegiate DECA
- College Democrats at FIT
- CYA (Champion Your Achievements)
- Drawing New York
- Ethics and Sustainability Club
- Fashion Art and Design Club
- Film Club
- FIT Gospel Choir
- FIT International Fashion and Culture Association
- FIT Model United Nations
- FIT Outreach
- Geek Culture Club
- Half the Sky
- Home Products
- Interior Design Club
- IN.Dustry Club
- Indian Cultural Society
- Influencer Club
- ITSA (International Trade Student Association)
- KCCC (Korean Campus Crusade for Christ)
- Korean Student Organization
- LGBTQ Students United
- Menswear
- Merchandising Society

- NRFSA (National Retail Federation Student Association)
- Phi Theta Kappa (Honor Society)
- Production Management
- PRSSA (Public Relations Student Society of America)
- RHCC (Residence Hall Community Council)
- Runway27 (Fashion Show Club)
- Salsa Club
- SELF (Students Excelling Lifestyle Fundamentals)
- Skyliners (a cappella group)
- Taiwanese Student Association
- Textile and Surface Design Club
- Theatre Ensemble
- Urban Studio
- **WFIT (Radio)**
- **W27 (Newspaper)**

FIT Link

fitnyc.campuslabs.com/engage

FIT Link is FIT's club and campus engagement platform. As a student, you can use FIT Link to get involved on campus. Engage with FIT's 60+ clubs and organizations, the FIT Student Government Association, and view a calendar of campus programs and activities.

As a club or organization, head to FIT Link for club and organization management, communication, program and activity requests, and starting a new club or organization.

FIT Tiger LEADers

fitnyc.edu/peermentors

FIT Tiger LEADers assist with Residential Life Move-In, Orientation Week, Registration, Grad Week, Weeks of Welcome, and other events throughout the academic year. Tiger LEADers attend monthly meetings throughout the academic year and make a one-year commitment to the program. Tiger LEADers are paid leadership positions.

FIT Honor Associations

fitnyc.collegiatelink.net

- Phi Theta Kappa: Phi Theta Kappa (PTK) is the international honor society for students in their associate's degree program.
- Delta Alpha Pi: Delta Alpha Pi Honor Society participates in activities designed to educate the community and society regarding disability issues and the principles of universal design.
- Chi Alpha Epsilon: Chi Alpha Epsilon National Honor Society is dedicated to acknowledging the success of students in the Educational Opportunity Program (EOP).

Social and Cultural Activities

fitnyc.collegiatelink.net

The private social network for FIT students, FITLink provides the tools for managing FIT Student Government Association clubs and student co-curricular activities. FITLink can also be utilized in areas outside of campus life, serving a variety of needs related to the FIT student experience. From elections to surveys and communication to budgeting, stay connected at FIT from across the globe. Visit **fitnyc.collegiatelink.net.**

Student Volunteer Community Service (SVCS)

Offered through the Department of Student Life, this program enhances our greatest natural resource, volunteers. As a recipient of the President's Higher Education Community Service Honor Roll, SVCS offers interested students an opportunity to provide assistance to the fashion industry, the community, and the society in which we live. Clubs, independent students, faculty, and staff are welcome to tap into the information available regarding local organizations requesting volunteers.

Governance

STUDENT GOVERNMENT ASSOCIATION

David Dubinsky Student Center, Room A710, (212) 217-4130

The Student Government Association is the governing body of the Student Association, whose membership includes all full- and part-time students who have paid the student activity fee. Membership affords students the privileges and responsibilities of citizens in the self-governing college community. The council consists of elected officers of the association, and at least one representative from every club. All other interested students receive voting privileges following their attendance at two consecutive meetings.

The Student Government Association is responsible for organizing athletic, cultural, and social activities for the students; determining allocations and disbursement of the student activity fees in accordance with the purposes and duties of the association and the policies of the Board of Trustees of the college; cooperating with the administration in the definition and enforcement of all student regulations; and working with the administration to maintain good public relations, fostering greater unity among the administration, the faculty, and the student body.

The Student Government Association president, elected each year by the student body, is a member of the Board of Trustees with voting rights and responsibilities.

THE FACULTY SENATE

The Faculty Senate elects representatives to committees that focus on a wide variety of college-related areas. Students selected by the FIT Student Government Association serve on some of these committees, such as admissions/registration, assessment, counseling, curriculum, diversity, library, and student affairs.

THE FIT STUDENT–FACULTY CORPORATION

The FIT Student-Faculty Corporation is an independent entity with nine directors, three representing each constituency of the college—the Board of Trustees and administration, the faculty, and the student body. It derives its revenue from the rental of college facilities and from commission income from food services and the campus bookstore. The corporation allocates this revenue for the benefit of the students and faculty.

Student Rights and Responsibilities

The FIT *Student Rights and Responsibilities Handbook* contains crucial information about what it means to be part of the community at FIT.

This publication identifies many, but not all, of the important policies and regulations that address the expectations and obligations of students at FIT. Failure to comply with community standards may subject a student to disciplinary action as defined in the college's Code of Student Conduct and Academic Honor Code.

It is FIT's goal to provide an exciting, vibrant learning community on campus, both in and out of the classroom. The handbook is produced by the Office of the Vice President for Enrollment Management and Student Success, and it may be found at fitnyc.edu/rightsandresponsibilities.

INTRODUCTION

FIT encourages the development of independence, maturity, and ethical sensitivity of students. The college must establish standards of conduct essential to its effective and orderly function as an educational institution. The codes of conduct were prepared to guide all members of our student body. All who become members of our community have an obligation to support and obey college regulations and all local, state, and federal laws. Those who cannot or do not comply will be subject to disciplinary action both from the college as well as local, state, and federal authorities, and the privilege of continued attendance at FIT may be withdrawn.

For more information about the Code of Student Conduct and Academic Honor Code with clearly defined judicial procedures, please see the *Student Rights and Responsibilities Handbook*.

ACCESS TO OFFICIAL STUDENT RECORDS

The Family Educational Rights and Privacy Act (FERPA), and regulations adopted by the Secretary of the U.S. Department of Education to implement FERPA, provide students with specific rights relating to their records at FIT. Under FERPA, students have the right to:

- inspect and review their education records;
- seek amendment of their education records that they believe to be inaccurate, misleading, or otherwise in violation of the student's privacy rights;
- consent to disclosures of personally identifiable information contained in their education records, except to the extent that FERPA and the regulations authorize disclosure without consent;
- file with the United States Department of Education a complaint concerning alleged failures by FIT to comply with the requirements of FERPA or the secretary's regulations. Complaints should be filed in writing to:

  Family Policy Compliance Office
  U.S. Department of Education
  400 Maryland Avenue, S.W.
  Washington, DC 20202-4605

Complete copies of FERPA and the regulations are available for review in the Registrar's Office. Any students having a question about access to FIT student records is encouraged to consult them.

The *Student Rights and Responsibilities Handbook* sets forth the procedures for inspection and review of education records and for students to request amendment of their own education records. The manual also sets forth the types of records the college may disclose without student consent.

COMMITMENT TO DIVERSITY

FIT is committed to creating an environment that attracts and retains people of diverse racial and cultural backgrounds. By providing a learning and working environment that encourages, utilizes, respects, and appreciates the full expression of every individual's ability, the FIT community fosters its mission and grows because of its rich pluralistic experience. The college is committed to prohibiting discrimination, whether based on race, national origin, sex, religion, ethnic background, age, disability, marital status, sexual orientation, or any other criterion specified by applicable federal, state, or local laws.

EQUAL OPPORTUNITY/AFFIRMATIVE ACTION

FIT is committed to providing equal opportunity in educational programs, in its admissions policy, and in employment, including the opportunity for upward mobility for all qualified individuals.

The affirmative action officer provides complaint resolution and investigates complaints of discrimination, discriminatory harassment, retaliation, sexual harassment, and sexual misconduct. The affirmative action officer monitors the college's progress in complying with laws concerning equity, and access including Title VII and Title IX. The affirmative action officer reports to the Office of the President and is located on the 16th floor of 333 Seventh Avenue.

Enrollment Management and Student Success provides students with information on complaint resolution, training, and orientation on Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act.

Degree Programs

THE FOLLOWING UNDERGRADUATE DEGREE PROGRAMS ARE AVAILABLE AT FIT:

Associate in Applied Science (AAS) Degree Programs

Accessories Design — one-year (p. 126) and two-year (p. 91) options
Advertising and Marketing Communications — one-year (p. 127) and two-year (p. 93) options
Communication Design Foundation — one-year (p. 128) and two-year (p. 95) options
Fashion Business Management — one-year (p. 129) and two-year (p. 97) options
Fashion Design — one-year (p. 131) and two-year (p. 100) options and an international option in Florence (p. 103)
Film and Media (p. 105)
Fine Arts (p. 107)
Illustration (p. 109)
Interior Design (p. 111)
Jewelry Design (p. 113)
Menswear (p. 115)
Photography and Related Media (p. 117)
Production Management: Fashion and Related Industries (p. 119)
Textile Development and Marketing — one-year (p. 133) and two-year (p. 121) options
Textile/Surface Design — one-year (p. 134) and two-year (p. 123) options

Baccalaureate (BFA and BS) Degree Programs

Accessories Design (p. 136)
Advertising & Digital Design (p. 138)
Advertising and Marketing Communications (p. 140)
Animation, Interactive Media & Game Design (p. 145)
Art History and Museum Professions (p. 143)
Cosmetics and Fragrance Marketing (p. 147)
Direct and Interactive Marketing (p. 149)
Entrepreneurship for the Fashion and Design Industries (p. 151)
Fabric Styling (p. 153)
Fashion Business Management (p. 155) — and a Florence (p. 158) option
Fashion Design — Children's Wear (p. 160), Intimate Apparel (p. 162), Knitwear (p. 164), Special Occasion (p. 166), and Sportswear (p. 168) options, Milan (p. 170) — Knitwear (p. 170), and Milan (p. 172) — Sportswear (p. 172)
Film and Media (p. 174)
Fine Arts (p. 176)
Graphic Design (p. 178)
Home Products Development (p. 180)
Illustration (p. 182)
Interior Design (p. 184)
International Trade and Marketing for the Fashion Industries (p. 186)
Packaging Design (p. 188)
Photography and Related Media (p. 190)
Production Management: Fashion and Related Industries (p. 192)
Technical Design (p. 194)
Textile Development and Marketing (p. 197)
Textile/Surface Design (p. 199)
Toy Design (p. 201)
Visual Presentation and Exhibition Design (p. 203)

The Fashion Institute of Technology reserves the right to review or amend any course and/or program requirements.

Two-Year Associate Degree Programs

Accessories Design (p. 91)
Advertising and Marketing Communications (p. 93)
Communication Design Foundation (p. 95)
Fashion Business Management (p. 97)
Fashion Design (p. 100)
Fashion Design/Florence and New York (FDF) (p. 103)
Film and Media (p. 105)
Fine Arts (p. 107)
Illustration (p. 109)
Interior Design (p. 111)
Jewelry Design (p. 113)
Menswear (p. 115)
Photography and Related Media (p. 117)
Production Management: Fashion and Related Industries (p. 119)
Textile Development and Marketing (p. 121)
Textile/Surface Design (p. 123)

Accessories Design AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 84201 HEGIS: 5012

The Accessories Design major provides the knowledge and skills to prepare students for positions in design, product development, merchandising, and pattern- and sample-making. Curriculum below is for entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	LD 111 - Leather and Materials Technology	2.5
	LD 113 - Manipulating Leather: Volume and Texture	2
	LD 121 - Accessories Design and the Human Anatomy	2
	LD 133 - Footwear Design I	3
	LD 143 - Handbag Design I	3
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 2		
MAJOR AREA	LD 134 - Footwear Design II	3
	LD 144 - Handbag Design II	3
	LD 262 - Technical Drawing for Accessories	2
RELATED AREA	PH 272 - Photoshop I for Photographers	2
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 3		
MAJOR AREA	LD 231 - Boot Design	2.5
	LD 243 - Belt Design	2.5
RELATED AREA	IL 321 - Digital Sketching and Comping for the Illustrator	1.5
	choice - see Elective*	2
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	LD 228 - Accessories CAD	2
	LD 242 - Advanced Handbag Construction	2.5
	LD 263 - Rendering for Accessories	2.5
RELATED AREA	choice - see Elective*	2
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	32.5
	RELATED AREA	7.5
	Total Credits:	64

***Fall 2019 Requirements:** see below

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

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2 and G3
- 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

Related Area Electives: 4 credits
CHOICE of any two to three courses (for which prerequisites have been met) totaling 4 credits:
AC 111, AC 114, AC 141, AR 115, BL 201, CD 113, CD 123, CD 235, CG 121, CG 214, DE 101, DE 102, FA 101, FA 104, FA 106, FA 107, FA 113, FA 114, FA 116, FA 203, FD 231, FD 341, FD 475, FF 341, FM 116, FM 212, FM 324, FS 341, FS 451, GD 202, ID 121, ID 151, ID 158, ID 322, IL 127, IL 133, IL 181, IN 201, JD 101, JD 121, JD 213, JD 219, PH 117, PH 118, PH 171, PH 201, TD 111, TD 113, TD 312, TS 111, TS 215, or TY 101

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.

Students who successfully complete the Accessories Design AAS degree will be able to:

1. Demonstrate the ability to identify, analyze, and elect appropriate materials for fabricating accessories.
2. Identify the anatomy of the foot and hand and apply ergonomics to the design of handbags and footwear.
3. Illustrate technical specification for handbags, footwear, and belts.
4. Construct innovative designs in handbags, footwear, and belts from concept to finished sample.
5. Develop critical thinking skills through research projects, design exploration, and presentations.
6. Illustrate total design concepts from ideation to finished rendering, by hand and by computer.

Advertising and Marketing Communications AAS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 00830 HEGIS 5008

The major in Advertising and Marketing Communications offers students the fundamental knowledge and skills needed in the marketing communication disciplines, such as advertising, direct marketing, sales promotion, and publicity/public relations. It also enables students to advance to the BS program to prepare for career opportunities in strategic planning, media buying, and brand management. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	AC 114 - Marketing for Integrated Marketing Communications	3
	AC 161 - Multimedia Computing for Advertising and Marketing Communications	2
RELATED AREA	CD 122 - Digital Layout I	2
	FM 116 - Fashion Business Practices	3
GENERAL EDUCATION	MA 222 - Statistical Analysis	3
	EN 121 - English Composition G1	3
Semester 2		
MAJOR AREA	AC 111 - Advertising and Promotion	3
	AC 141 - Introduction to Journalism	3
	AC 171 - Mass Communications	3
GENERAL EDUCATION	choice - see Requirements*	6
Semester 3		
MAJOR AREA	AC 221 - Publicity Workshop	3
	AC 272 - Research Methods in Integrated Marketing Communications	3
RELATED AREA	DM 211 - Workshop in Direct Marketing	3
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	AC 222 - Sales Promotion	3
	AC 231 - Advertising Copywriting	3
	AC 271 - Audiences and Media	3
	choice - see Major Area Electives** or Related Area Electives**	2
GENERAL EDUCATION	SS 141 - Macroeconomics G4	3
	choice - see Requirements*	3
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	24
	MAJOR AREA	31
	RELATED AREA	8
	HEALTH AND/OR PHYS. ED	1
	Total Credits:	64

***Fall 2019 Requirements:** see below

American History: 3 credits
CHOICE of EN 271, EN 272, or EN 274, or HI 202, HI 391, HI 392, HI 393, or HI 394

English: 6 credits
EN 121, and CHOICE of any 200- or 300-level English Literature course

History of Art and Civilization: 3 credits
HA 111 or HA 112

Mathematics: 3 credits
MA 222

Science: 3 - 5 credits
CHOICE of SC 111, SC 112, SC 121, SC 122, SC 045/SC 145, SC 032/SC 332, SC 253, or SC 326

Social Sciences: 6 credits
SS 131 and SS 141

****Major Area Electives** OR ** **Related Area Electives: 2 credits (minimum)**

CHOICE of AC 113, AC 211, AC 242, or AC 262 OR CHOICE of IC 296, IC 297, or IC 298

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Science programs in Advertising and Marketing Communications (p. 93), Cosmetics and Fragrance Marketing (p. 147), Direct and Interactive Marketing (p. 149), Production Management: Fashion and Related Industries (p. 192), and Textile Development and Marketing (p. 197). By completing certain course requirements, graduates may also apply for admission to the Bachelor of Science programs in Fashion Business Management (p. 155), Home Products Development (p. 180), and International Trade and Marketing for the Fashion Industries (p. 186).

Evening/Weekend Option:
A four-semester evening/weekend option is available for this degree program (see Requirements for Degree Completion (p. 34) or visit the FIT website at fitnyc.edu/evening_weekend). The sequence of courses is the same as that listed in this catalog.

Communication Design Foundation AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00760 HEGIS 5012

The major in Communication Design Foundation is a foundation program that provides qualified students an opportunity to advance to baccalaureate programs in Advertising Design, Graphic Design, Packaging Design, and Visual Presentation and Exhibition Design, as well as entry-level positions in advertising agencies, graphic and corporate communications firms, and publishing firms. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	CD 115 - Design Studio I	3
	CD 124 - Vector Graphics	2
	CD 173 - Typography I	2
	CD 235 - Design History	3
ART HISTORY	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
GENERAL EDUCATION	EN 121 - English Composition	3
Semester 2		
MAJOR AREA	CD 215 - Design Studio II	3
	CD 224 - Digital Imaging and Narrative	2
	CD 234 - Color Studies	2
	CD 273 - Typography II	2
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements/Math*	3
Semester 3		
MAJOR AREA	CD 225 - Introduction to Digital Layout Design	2
RELATED AREA	AD 216 - Foundation in Advertising Design	2
	DE 216 - Foundation in Visual Presentation and Exhibition Design	2
	GD 216 - Foundation in Graphic Design	2
	PK 216 - Foundation in Packaging Design	2
GENERAL EDUCATION	choice - see Requirements/Natural Science*	3
	choice - see Requirements*	3
Semester 4		
MAJOR AREA	CD 217 - Capstone Design Studio	3
	CD 232 - Visual Language	2
RELATED AREA	CT 244 - Introduction to Web Design	2
	choice - see Related Area choices**	1.5 - 2
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	26
	RELATED AREA	11.5-12
	Total Credits:	61.5-62

***Fall 2019 Requirements:** see below

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

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2 and G3
- 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 into 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

Note: Students who plan to enroll in the Advertising & Digital Design BFA degree program should take SS 131 in the AAS program as part of their Gen Ed courses. Please review your DARS audit to determine if a particular course is required by your major to meet General Education credits.

****Related Area Electives: 1.5—2 credits**
CHOICE of one of the following: AD 364, GD 202, FA 103, 141, 171, PH 118, or PK 212

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Advertising & Digital Design (p. 138), Graphic Design (p. 178), Packaging Design (p. 188), Visual Presentation and Exhibition Design (p. 203), Animation, Interactive Media & Game Design (p. 145), and Toy Design (p. 201). By completing certain course requirements, graduates may also apply to the Bachelor of Science program in Advertising and Marketing Communications (p. 140).

Students who successfully complete the Communication Design AAS program will be able to:

1. Apply two- and three-dimensional foundation principles to visual literacy problems.
2. Recognize and create effective typographic hierarchies as part of original graphic design solutions.
3. Apply research, analysis, and critical thinking skills to the various stages of effective communication design development from concept sketching to complete comprehensive.
4. Create well-executed projects with appropriate attention to detail, using both digital and hand skills.
5. Demonstrate professionalism and confidence in individual and group projects and presentations, which include the combination of oral, written, and visual skills.
6. Develop design solutions that address the parallel relationships between advertising design, graphic design, packaging design, and visual presentation and exhibition design.

Fashion Business Management AAS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 00828 HEGIS 5004

The major in Fashion Business Management provides students with the knowledge and skills necessary for assuming positions in the merchandising industry in areas such as buying, sales, product development, creative fashion presentation, retail management, and marketing. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	FM 114 - Introduction to the Fashion Industry	3
	FM 116 - Fashion Business Practices	3
RELATED AREA	AC 111 - Advertising and Promotion	3
	MG 153 - Excel for Business	2
GENERAL EDUCATION	EN 121 - English Composition G1	3
	choice - see Requirements*	3
Semester 2		
MAJOR AREA	FM 117 - Introduction to Fashion Marketing	3
	FM 262 - Contemporary Retail Management	3
	FM 268 - Team Development Workshop	2.5
RELATED AREA	TS 111 - Fundamentals of Textiles	3
GENERAL EDUCATION	SS 141 - Macroeconomics G4	3
	choice - see Requirements*	3
Semester 3		
MAJOR AREA	FM 224 - Merchandising Math Applications	3
	FM 244 - Product Development	3
	choice - see Major Area Elective(s)***	3
RELATED AREA	choice - see Related Area Elective(s)**	1.5
GENERAL EDUCATION	MA 222 - Statistical Analysis G2	3
	choice - see Requirements*	3
Semester 4		
MAJOR AREA	FM 225 - Fashion Merchandising	3
	choice- see Major Area Elective(s)***	3
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	24
	MAJOR AREA	29.5
	RELATED AREA	9.5
	HEALTH AND/OR PHYS.ED	1
	Total Credits:	64

***Fall 2019 Requirements:** See below

Associate Degree General Education:

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2 (MA 222), and G3
- Three (3) credits from G4 (SS 141)
- Nine (9) credits from three different areas in **liberal arts** courses in G5 - G10
- Three (3) credits of any 200- or 300-level English literature or speech course

See list of Gen Ed approved courses under FIT's General Education Requirements (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

****Related Area Electives: 1.5 credits (minimum)**
CHOICE of AC 221, AR 101, AR 115, DE 101, HD 111, HP 201, IC 296, IC 297, ID 103, JD 101, PH 118, PH 162, or TD 112

*****Major Area Electives: 6 credits (minimum)**
CHOICE of two: FM 144, FM 212, FM 213, FM 222, FM 223, FM 226, FM 228, FM 231, FM 245, FM 251, or FM 491

Evening/Weekend Option:
A four-semester degree program is available for this degree program (see Curricula Overview (p. 23) or visit the FIT website at fitnyc.edu/evening_weekend). The sequence of courses is the same as that listed on this page.

Online Degree Option:
The one-year online degree is designed to give students flexibility in earning an Associate of Applied Science degree (see Online Learning for additional information).

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Science programs in Cosmetics and Fragrance Marketing (p. 147), Direct and Interactive Marketing (p. 149), Fashion Business Management (p. 155), Home Products Development (p. 180), International Trade and Marketing for the Fashion Industries (p. 186), Production Management: Fashion and Related Industries (p. 192), and Textile Development and Marketing (p. 197). By completing certain course requirements, graduates may also apply to the Bachelor of Science programs in Advertising and Marketing Communications (p. 140) and Technical Design (p. 194).

Additional Location: The two-year AAS in Fashion Business Management is offered in Incheon, South Korea as part of FIT at SUNY Korea.

1. Business Fundamentals: Students will be able to identify and apply current business methodology and discuss current situations and opportunities connected to the fashion business.
2. Communication: Students will be able to compare how business decisions are established by using coherent written, verbal, and presentation skills.
3. Globalism: Students will be able to identify and evaluate the current global issues in how they will affect the fashion business.
4. Technology: Students will be able to illustrate and distinguish their technology proficiency by beginning to adapt to the various technologies in the courses of the fashion business.
5. Research and Critical Thinking: Students will be able to explain and conduct research of primary and secondary data to make business decisions.

6. Product Commercialization: Students will be able to begin to evaluate the functions of product development, the merchandising of a line and how it works within the Product Life Cycle.
7. Retailing/ Wholesaling: Students will be able to identify and compare the differences between retail and wholesale in the fashion business.

Fashion Design AAS Degree Program

School of Art and Design

Applications accepted for fall and spring. NYSED: 00835 HEGIS 5012

The program is designed to enable students to evolve successfully as creative womenswear apparel design leaders and brand-builders through creative application of design knowledge acquired using experimental learning. The program is progressive and leads to the development of the student's own aesthetics. Successful students will be able to adapt and apply their acquired knowledge to the evolving fashion industry, related design fields, and other creative careers not yet imagined. Curriculum below is for the entering class of Fall 2019.

Semester 1		Credits
MAJOR AREA	FD 117 - Design Studio I - Introduction to Draping	2
	FD 133 - Materials and Construction I	2
	FF 111 - Visual Design Concepts I	2
	FF 143 - Digital Design Studio	3
RELATED AREA	TS 131 - Textile Principles for the Fashion Designer	3
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 2		
MAJOR AREA	FD 127 - Design Studio II - Soft Draping	3
	FD 134 - Materials and Construction II	2
	FF 121 - Fashion Research and Inspiration	2
	FF 161 - Fashion Art Studio	3
RELATED AREA	FA 105 - Life Drawing **	1.5
GENERAL EDUCATION	choice - see Requirements*	6
Semester 3		
MAJOR AREA	FD 217 - Design Studio III - Structured Draping	3
	FD 243 - Apparel Design Studio - Patternmaking	3
	FF 211 - Visual Design Concepts III	2
	FF 245 - Digital Design: Flats and Floats	1.5
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 4		
MAJOR AREA	Apparel Specialization1 or Art Specialization2	6.5
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	35
	RELATED AREA	4.5
	Total Credits:	63.5

Apparel Specialization 1

FD 227	Design Studio IV: Advanced Draping	3
FD 244	Design Development: Digital Communication and Management	1.5
FF 212	Visual Design Concepts IV	2
Total Credits		6.5

Art Specialization 2

FD 244	Design Development: Digital Communication and Management	1.5
FF 213	Model Visualization Techniques	1
FF 244	Design Collections: Visual Solutions	2
FF 291	Fashion Portfolio Collection	2
Total Credits		6.5

***Fall 2019 Requirements:** See below

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

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2, and G3
- 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 (p. 43) and Courses (p. 43). 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 Electives: 1.5 credits (minimum)**
FA 105 or CHOICE of another Fine Arts course

Evening/Weekend Option:
An evening/weekend option is available for this degree program (see Curricula (p. 23) or visit the FIT website at fitnyc.edu/evening_weekend).

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Fabric Styling (p. 153), Fashion Design-Children's Wear (p. 160), Fashion Design-Intimate Apparel (p. 162), Fashion Design-Knitwear (p. 164), Fashion Design-Special Occasion (p. 166), Fashion Design-Sportswear (p. 168), Textile/Surface Design (p. 199), and Toy Design (p. 201), and the Bachelor of Science programs in Production Management: Fashion and Related Industries (p. 192), Technical Design (p. 194), and Textile Development and Marketing (p. 197).

Additional Location: The two-year AAS in Fashion Design is offered in Incheon, South Korea as part of FIT at SUNY Korea.

Students who successfully complete the Fashion Design AAS program will be able to:

1. Apply comprehensive abilities in creating and presenting product for entry-level positions in the fashion industry.
2. Work well together as emerging team players and innovative design thinkers.
3. Understand and implement new technologies relative to design development, material choices, and the manufacture and distribution of fashion.

4. Adapt their inspired knowledge and abilities to ongoing changes in global fashion and related creative industries.
5. Bring their evolving design point-of-view and work aesthetics to various types of imaginative challenges.
6. Explore sustainability in their design development.

Fashion Design/Florence and New York AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00835 HEGIS 5012

The courses listed below are offered in the Fashion Design program in Florence (FDF). Students may attend this overseas program for one year by spending semesters 1 and 2 in New York and semesters 3 and 4, or semester 3 only, in Florence, or by spending semesters 1 and 2 in Florence and semesters 3 and 4 in New York. Refer to the Fashion Design AAS degree requirements and to the department's website at fitnyc.edu/fashiondesign for courses to be taken in New York and for other information. Students spending the 3rd semester only at FIT in Florence may take IT 111 in Florence. Curriculum below is for the entering class of Fall 2019.

One Year in Florence - Semesters 1 and 2

Semester 1		**Credits**
MAJOR AREA	FD 117 - Design Studio I - Introduction to Draping	2
	FD 133 - Materials and Construction I	2
	FF 111 - Visual Design Concepts I	2
	FF 143 - Digital Design Studio	3
RELATED AREA	TS 131 - Textile Principles for the Fashion Designer	3
GENERAL EDUCATION	choice - see Requirements* or Foreign Language* G8	3
	choice - see Requirements*	3
Semester 2		
MAJOR AREA	FD 127 - Design Studio II - Soft Draping	3
	FD 134 - Materials and Construction II	2
	FF 121 - Fashion Research and Inspiration	2
	FF 161 - Fashion Art Studio	3
RELATED AREA	FA 105 - Life Drawing **	1.5
GENERAL EDUCATION	choice - See Requirements*	3
	choice - see Requirements* or Foreign Language*	3
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	12
	MAJOR AREA	19
	RELATED AREA	4.5
	Total Credits:	35.5

One Year in Florence - Semesters 3 and 4

Semester 3		Credits
MAJOR AREA	FD 217 - Design Studio III - Structured Draping	3
	FD 243 - Apparel Design Studio - Patternmaking	3
	FF 211 - Visual Design Concepts III	2
	FF 245 - Digital Design: Flats and Floats	1.5
ART HISTORY	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
GENERAL EDUCATION	choice - see Requirements* or Foreign Language* G8	3
Semester 4		
MAJOR AREA	FD 227 - Design Studio IV: Advanced Draping	3
	FD 244 - Design Development: Digital Communication and Management	1.5
	FF 212 - Visual Design Concepts IV	2
ART HISTORY	HA 212 - Renaissance Art in Florence G7	3
GENERAL EDUCATION	choice - see Requirements* or Foreign Language*	3
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	6
	MAJOR AREA	16
	Total Credits:	28

***Fall 2019 Requirements:** See below

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

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2, and G3
- 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 Electives: 1.5 credits (minimum)**
FA 105 or CHOICE of another Fine Arts course

Foreign Language:
IT 111 , IT 112 , IT 213, or IT 214
NOTE: IT 111 is required prior to arrival for Fashion Design students spending a full year in Florence. For those who select Fall semester only in Florence, students have the option to take IT 111 prior to arrival or in Florence as part of semester 3 coursework.

History of Art and Civilization:
HA 112 (G5) and HA 212 (G7) are offered in Florence

NOTE: If student attends FIT in Florence during year 1, he or she should complete the following courses in New York in year 2: Basic Communication (G1), Mathematics (G2), and Science (G3).

Film and Media AAS Degree Program

School of Liberal Arts

Applications accepted for fall only. NYSED: 35958 HEGIS 5606
The major in Film and Media provides students with a solid foundation in digital filmmaking, including screenwriting, cinematography, and editing, as well as a grounding in the history, theory, and criticism related to film and media. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	FI 111 - Introduction to Film	3
	PH 181 - Shooting the Narrative: Visual Storytelling I	3
	PH 282 - Basic Video Editing	3
GENERAL EDUCATION	EN 121 - English Composition G1	3
	choice - see Requirements*	3
Semester 2		
MAJOR AREA	FI 256 - Screenwriting I	3
	FI 261 - Introduction to Sound	3
	PH 281 - Shooting the Narrative: Visual Storytelling II	3
	PH 331 - Lighting for Still and Moving Images	2
GENERAL EDUCATION	choice - see Requirements*	6
Semester 3		
MAJOR AREA	FI 221 - History of Film, Beginnings to 1959	3
	FI 231 - History of Documentary Film	3
	PH 283 - Framing the Shot	3
	PH 284 - Editing Concepts	3
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	FI 222 - History of Film, 1960-Present	3
	FI 232 - Documentary Film Production	3
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	24
	MAJOR AREA	38
	Total Credits:	62

***Fall 2019 Requirements for Liberal Arts Associate Degree Programs:** see below

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2, and G3
- Twelve (12) credits from four different areas in **liberal arts** courses in G4-G10
- Three (3) credits of any 200- or 300-level English literature or speech 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

Upon graduating from the Film and Media AAS program, students will be able to:

1. Deploy the full range of analytic tools in criticism of films and other moving image products (e.g., television or advertising).
2. Apply a working knowledge of cinema history in evaluating films and videos.
3. Demonstrate effective use of camera position, framing, and selection of lenses in a wide range of filming situations.
4. Employ appropriate editing strategies (e.g., montage, continuity, etc.) in a variety of film projects.
5. Create lighting strategies appropriate to the cinematography and subject matter in short films.
6. Record, mix, and edit sound for film, including dialogue, sound effects, and music.
7. Produce, write, shoot, and edit brief documentary films of high quality.
8. Write short-form screenplays that exhibit dramatic tension, character development, and well-crafted dialog.

Fine Arts AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00827 HEGIS 5610

The major in Fine Arts offers qualified students the opportunity to explore career opportunities in the applied arts and prepare to work as painters with additional background in sculpture and printmaking. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	FA 114 - Fundamentals of 3D Design New title: Fundamentals of 3D Design	1.5
	FA 120 - Materials, Techniques and Design	1.5
	FA 143 - Foundation Drawing I	3
	FA 151 - Painting I	3
ART HISTORY	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 2		
MAJOR AREA	FA 144 - Foundation Drawing II	3
	FA 152 - Painting II	3
	FA 161 - Sculpture I	3
RELATED AREA	CD 234 - Color Studies	2
ART HISTORY	HA 231 - Modern Art	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 3		
MAJOR AREA	FA 231 - Visualization and the Human Figure I	1.5
	FA 255 - Intermediate Methods and Approaches - Painting III	3
	FA 261 - Sculpture II	3
	FA 271 - Intaglio	2
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Requirements *	3
Semester 4		
MAJOR AREA	FA 232 - Visualization and the Human Figure II	1.5
	FA 256 - Intermediate Methods and Approaches - Painting IV	3
	FA 272 - Relief Printmaking	2
RELATED AREA	PH 100 - Photography for Artists	2
	CT 200 - Content Design and Research for Artists	2
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Requirements*	3
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	34
	RELATED AREA	6
	Total Credits:	64

***Fall 2019 Requirements:** see below
FIT's General Education and Art History Requirements for Art and Design Associate Degree Programs:

- Art History: 6 credits. HA 112 History of Western Art and Civilization: Renaissance to the Modern Era (3 cr.) and HA 231 Modern Art (3 cr.)
- Three (3) credits from each required area, totaling 9 credits: G1, G2, and G3
- 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

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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Animation, Interactive Media & Game Design (p. 145), Fine Arts (p. 176), Textile/Surface Design (p. 199), and Toy Design (p. 201).

Students who successfully complete the Fine Arts AAS program will be able to:

1. Demonstrate competency in the principles of visual organization including scale, shape, color, form, value, proportion, abstraction, and composition as they apply to the disciplines of painting, drawing, sculpture, and printmaking at the foundation level.
2. Utilize a variety of media, tools, and techniques.
3. Successfully employ the three dimensions of color: hue, value, and chroma.
4. Conceive, conceptualize, and execute works of art in both two and three dimensions.
5. Make critical artistic judgments through class critiques and written assignments.
6. Identify major achievements in the history of art, including the works and intentions of major artists both past and present.
7. Demonstrate competency in basic art related digital technology software programs.

Illustration AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00763 HEGIS 5012

The major in Illustration offers qualified students the opportunity to prepare for staff positions and a freelance career as illustrators in graphic design firms, ad agencies, and publishing houses. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	IL 153 - Drawing Foundation I	3
	IL 161 - Illustration Process I	3
RELATED AREA	FA 119 - 2D Design for Illustrators	1.5
	PH 104 - Basic Digital Photography for Visual Design Communication	2
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 2		
MAJOR AREA	IL 105 - Painting Process I: Color Theory and Applications	3
	IL 125 - Introduction to Digital Illustration Techniques	2
	IL 154 - Drawing Foundation II	3
	IL 162 - Illustration Process II	3
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Requirements*	3
Semester 3		
MAJOR AREA	IL 262 - Pictorial Problem Solving	3
	IL 264 - Visual Interpretation	3
	IL 272 - Illustration Rendering Techniques	1.5
RELATED AREA	CD 201 - Computer Typesetting and Design	2
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 4		
MAJOR AREA	IL 201 - Painting Process III: Figure as Visual Communication	3
	IL 263 - Advanced Pictorial Problem Solving or 265 - Advanced Visual Interpretation	3
RELATED AREA	choice - see Related Area Electives**	1.5
GENERAL EDUCATION	choice - see Requirements*	6
ELECTIVE(S)	choice - General Elective(s)	1.5
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	ELECTIVE(S)	1.5
	MAJOR AREA	30.5
	RELATED AREA	7
	Total Credits:	63

***Fall 2019 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
- 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 into 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

****Related Area Electives: 1.5 credits**
CHOICE of any elective course for which prerequisites have been met in Accessories Design (LD), Advertising Design (AD), Communication Design (CD), Animation, Interactive Media & Game Design (CG), Creative Technologies (CT), Entrepreneurship (EP), Fabric Styling (FS), Fashion Design (FD), FI 261, Fine Arts (FA), Graphic Design (GD), Interior Design (ID), Jewelry Design (JD), Menswear (MW), Packaging Design (PK), Photography (PH), Textile/Surface Design (TD), Toy Design (TY), Visual Presentation and Exhibition Design (VP).

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Animation, Interactive Media & Game Design (p. 145), Illustration (p. 182), Textile/Surface Design (p. 199), and Toy Design (p. 201).

Upon graduating from the Illustration AAS program, students will be able to:

1. Integrate a comprehensive illustration "picture making" foundation including drawing, painting, conceptual, and digital skills in conjunction with basic photography and design to enhance visual communication proficiency.
2. Apply a visual vocabulary, as well as critical thinking and problem solving skills to communicate the written word as means of creating industry oriented illustrations.
3. Integrate and apply illustrative style, attitude, aesthetics, and techniques to create expressive visual communication imagery.
4. Identify and employ professional and creative habits and discipline as a means of self-improvement.
5. Present and communicate ideas and information visually and orally.
6. Comprehend and apply the essential business practices and aspects of the illustration field emphasizing professionalism.
7. Develop a portfolio of artwork that demonstrates competency for admission into BFA programs and/or to enter industry.

Interior Design AAS Degree Program

School of Art and Design

Applications accepted for fall and spring. NYSED: 00751 HEGIS 5012

The major in Interior Design offers qualified students the opportunity to prepare for careers as interior designers with design, architectural, and similar firms, or as freelance designers, draftspersons, or renderers. Interior Design major transfer credits are subject to departmental approval. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	ID 117 - Interior Design Studio I	5
	ID 173 - Visual Representation I	3
RELATED AREA	CD 223 - Introduction to InDesign	2
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Art History*	3
Semester 2		
MAJOR AREA	ID 118 - Interior Design Studio II	5
	ID 122 - History, Theory Criticism I	2
	ID 174 - Visual Representation II	3
GENERAL EDUCATION	SC 253 - Ecology and Environmental Problems	3
	choice - see Art History*	3
Semester 3		
MAJOR AREA	ID 219 - Interior Design Studio III	5
	ID 227 - History, Theory Criticism II	2
	ID 282 - Design Technology I	3
RELATED AREA	choice - see Related Area Electives**	2
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	ID 262 - Professional Practice I	2
	ID 281 - Interior Design Studio IV	5
	ID 283 - Design Technology II	3
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	24
	MAJOR AREA	38
	RELATED AREA	4
	Total Credits:	66

***Fall 2019 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 253)
- 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

****Related Area Electives: 2 credits**
CHOICE of elective(s): Communication Design, Computer Graphics, Creative Technologies, Fine Arts, Graphic Design, Illustration, Photography and Related Media, Toy Design, or Visual Presentation and Exhibition Design

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Interior Design (p. 184) and Toy Design (p. 201), and the Bachelor of Science program in Textile Development and Marketing (p. 197). By completing certain course requirements, graduates may also apply for admission to the Bachelor of Science program in Home Products Development (p. 180).

Upon graduating from the Interior Design AAS program, students will demonstrate:

1. Recognition that design decisions are developed within the parameters of ecological, socio-economic, and cultural contexts.
2. Awareness of behavioral science and human factors.
3. Knowledge of main aspects of the design process, which enables them to identify a range of problems and generate creative solutions that support human activities within the interior environment.
4. Ability to work in teams, to work collaboratively, and to build consensus.
5. Ability to communicate design ideas using a variety of communication techniques and technologies.
6. Consciousness of and commitment to ethical standards of professional practice.
7. Grasp of selected topics from interiors, architecture, art, and the decorative arts history.
8. Knowledge of elements and principles of two- and three-dimensional design, and color principles and theories.
9. Ability to select furniture, fixtures and finish materials for interior spaces.
10. Awareness of the principles of lighting, acoustics, thermal comfort, and indoor air quality that impact the health, safety, and welfare of the occupants.
11. Familiarity with interior construction and building systems.
12. Recognition of laws, codes, standards, and guidelines that impact the design of interior spaces.

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 2019.

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 271 - Alternative/Sustainable Materials	2.5
	JD 273 - Studio Fabrication III	2.5
	JD 240 - Jewelry Design Development	3
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	30.5
	RELATED AREA	4.5
	Total Credits:	61

***Fall 2019 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 (p. 43) and Courses (p. 43). 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, CD 134, CG 111, CG 211, CG 214, FA 104, FA 107, FA 114, FA 116, FA 141, PH 201, TD 141, DE 101

Courses from the School of Business and Technology:

BE 261, BE 403, BL 201, BL 343, EP 311, EP 321, FM 117, FM 231, MG 242

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Accessories Design (p. 136), Textile/Surface Design (p. 199), and Toy Design (p. 201).

Upon completion of the Jewelry Design AAS Program, students will be able to:

1. Solve design problems, turning concepts into real, functioning jewelry.
2. Research and document sources for design and technical inspiration.
3. Design jewelry and objects for various markets.
4. Engineer jewelry and objects for production.
5. Perform cost analysis and product life-cycle management for the production of jewelry.
6. Create designs and models using 2D digital technology.
7. Use 3D hard- and soft-surface modeling software to create digital models of jewelry for production.
8. Present designs, proposals, and projects to clients, peers, and in an industrial board room setting.
9. Create collections of jewelry in the genres of fine, fashion, and alternative materials.
10. Apply knowledge of sustainability and ethical practices to the choices made in design, sourcing, and fabrication of jewelry.
11. Demonstrate and implement safe working practices in a jewelry studio and a production environment.

Menswear AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00762 HEGIS 5012

The program is designed to enable students to evolve successfully as menswear apparel design leaders and brand-builders through the creative application of design knowledge acquired using experiential learning. The program is progressive and leads to the development of the student's own aesthetics. Successful students will be able to adapt and apply their acquired knowledge to the evolving fashion industry, related design fields, and other creative careers not yet imagined. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	MW 121 - Menswear Design Studio Art I	2.5
	MW 131 - Menswear Flat Pattern Design I	3
	MW 145 - Menswear Design Studio – Construction	2
RELATED AREA	TS 111 - Fundamentals of Textiles	3
GENERAL EDUCATION	EN 121 - English Composition	3
	choice - see Requirements*	3
Semester 2		
MAJOR AREA	MW 103 - Menswear Jacket Tailoring	2
	MW 122 - Menswear Design Studio Art II	2.5
	MW 134 - Menswear Flat Pattern Design II	2
RELATED AREA	FA 105 - Life Drawing or IL 103 - Illustrating the Male Figure	1.5
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 3		
MAJOR AREA	MW 222 - Menswear Design Studio Art III	3
	MW 234 - Menswear Flat Pattern Design III	4
	MW 262 - Presentation/Portfolio	2
RELATED AREA	TS 116 - Knit Design Principles and Technology or FM 202 -	2
ART HISTORY	HA 215 - History of Menswear	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 4		
MAJOR AREA	MW 223 - Menswear Design Studio Art – Digital	2
	MW 256 - Advanced Menswear Design IV	5
	IC 296 - AAS Internship B: Career Exploration	2
ELECTIVE	choice - General Elective*	1.5
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	18
	ART HISTORY	6
	MAJOR AREA	32
	RELATED AREA	6.5
	ELECTIVE	1.5
	Total Credits:	64

***Fall 2019 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
- 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), and HA 215

FIT's Gen Ed courses are organized into 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Fabric Styling (p. 153) and Textile/Surface Design (p. 199), and the Bachelor of Science programs in Direct and Interactive Marketing (p. 149), Production Management: Fashion and Related Industries (p. 192), Technical Design (p. 194), and Textile Development and Marketing (p. 197). By completing certain course requirements, graduates may also apply for admission to the Bachelor of Science programs in Fashion Business Management (p. 155) and International Trade and Marketing for the Fashion Industries (p. 186).

Students who successfully complete the Menswear AAS program will be able to:

1. Design and create menswear products for a global customer.
2. Understand and implement new technologies relative to menswear design development, material choices, manufacture, and distribution of fashion.
3. Work well together as emerging team players and innovative design thinkers with a menswear expertise.
4. Bring their personal design aesthetic to various types of projects while including sustainability in their design development.

Photography and Related Media AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00753 HEGIS 5007

The major in Photography and Related Media offers qualified students a chance to prepare for positions as photographic studio assistants, corporate or advertising photographers, or entry-level entrepreneurs in fashion, illustration, and still-life photography. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	PH 132 - Introduction to Light	3
	PH 141 - Creative Approaches in Photography	1
	PH 152 - Photography 1: Introduction to Photography	4
RELATED AREA	FA 118 - Fundamentals of Design for Photography	2
ART HISTORY	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
GENERAL EDUCATION	choice - see Requirements **	3
Semester 2		
MAJOR AREA	PH 153 - Photography 2: Photographic Techniques	3
	PH 172 - Photographic Post-Production	2
RELATED AREA	CG 121 - Applications of Social Media	2
	choice - see Related Area Electives**	2
ART HISTORY	HA 243 - History of Photography	3
GENERAL EDUCATION	SC 132 - Color Science for Photography	3
Semester 3		
MAJOR AREA	PH 251 - Photography 3: Advanced Photographic Solutions	3
	PH 275 - Digital Media Techniques	3
RELATED AREA	VP 211 - Styling, Prop and Set	2
ELECTIVE	choice - General Elective	1.5
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Requirements**	3
Semester 4		
MAJOR AREA	PH 252 - Photography 4: Project Development	3
	PH 253 - Traditional Photography	2
	PH 265 - Professional Procedures/Contemporary Trends	3
RELATED AREA	choice - see Related Area Electives**	2
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	27
	RELATED AREA	10
	ELECTIVE	1.5
	Total Credits:	62.5

***Fall 2019 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 132)
- 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 HA 243.

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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

****Related Area Electives: 4 credits (minimum)**
Students may take any available course in the following departments: Accessories Design, Advertising & Digital Design, Advertising and Marketing Communications, Communication Design, Computer Graphics, Creative Technologies, Entrepreneurship, Fabric Styling, Fashion Design, FI 261, Fine Arts, Graphic Design, Home Products Development, Illustration, Interior Design, Jewelry Design, Menswear, Packaging Design, Textile/Surface Design, Toy Design, Visual Presentation and Exhibition Design.

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Animation, Interactive Media & Game Design (p. 145) and Photography and Related Media (p. 190).

Upon graduating from the AAS program, students will have a well-rounded education and will have achieved the following outcomes:

1. Speak and write about photography in a critical way.
2. Analyze historical imagery and its relationship to contemporary media.
3. Develop a workflow for processing, archiving, and editing images using current software.
4. Use a professional level digital camera effectively.
5. Solve challenging photographic problems by controlling natural, continuous, and strobe light sources.
6. Construct a body of thoughtfully designed, well-crafted photographs based around a central theme or exploration.
7. Formulate a plan to market, promote, and price their work in the photography industry.

Production Management: Fashion and Related Industries AAS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 00842 HEGIS 5099

The major in Production Management: Fashion and Related Industries offers preparation for careers in the management of the production processes within a global marketplace for the fashion-related businesses. Graduates are employed in the areas of production control, sourcing, costing, engineering, product development, quality assurance, technical design, and other administrative positions. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	MG 108 - Apparel and Home Textile Products Manufacturing	2
	MG 153 - Excel for Business	2
RELATED AREA	TS 015 - Textiles for Production Management Laboratory	1.5
	TS 115 - Textiles for Production Management	3
GENERAL EDUCATION	EN 121 - English Composition G1	3
	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
Semester 2		
MAJOR AREA	MG 132 - Marketing for Manufacturers	3
	MG 242 - Principles of Accounting	3
	MG 253 - Object-Oriented Database Management	2
GENERAL EDUCATION	MA 222 - Statistical Analysis G2	3
	SC 112 - Earth Science G3	3.5
Semester 3		
MAJOR AREA	MG 114 - Principles of Product Construction	3
	MG 234 - Supply Chain Management	3
RELATED AREA	CG 212 - Introduction to 3D Computer Modeling	2
GENERAL EDUCATION	SS 131 - General Psychology	3
	choice - see Requirements - English/Speech*	3
	choice - see Requirements - Arts	3
Semester 4		
MAJOR AREA	MG 252 - Product Data Management	3
	IC 297 - AAS Internship C: Career Exploration	3
RELATED AREA	choice - see Related Area Elective**	3
GENERAL EDUCATION	SS 141 - Macroeconomics	3
	SS 237 - Industrial Psychology	3
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	6
	GENERAL EDUCATION	21.5
	MAJOR AREA	24
	RELATED AREA	9.5
	Total Credits:	61

***Fall 2019 Requirements:** see below

General Education: 27.5 credits:

- **English: 6 credits.** EN 121 and CHOICE of EN 231, EN 232, EN 233, EN 236, EN 241, EN 244, EN 245, or EN 253
- **Social Sciences: 9 credits.** SS 131, SS 141, and SS 237
- **Arts: 3 credits.** CHOICE: see Liberal Arts approved courses in the Arts category. See General Education Requirements and Courses (p. 43) list.
- **History of Art: 3 credits.** HA 112
- **Science: 3.5 credits.** SC 112
- **Math: 3 credits.** MA 222

**** Related Area Elective: 3 credits.** CHOICE of AC 111, BL 343, or FM 322

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Science programs in Cosmetics and Fragrance Marketing (p. 147), Direct and Interactive Marketing (p. 149), Home Products Development (p. 180), Production Management: Fashion and Related Industries (p. 192), and Textile Development and Marketing (p. 197). By completing certain course requirements, graduates may also apply for admission to the Bachelor of Science programs in Advertising and Marketing Communications (p. 140), Fashion Business Management (p. 155), International Trade and Marketing for the Fashion Industries (p. 186), and Technical Design (p. 194).

Textile Development and Marketing AAS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 00841 HEGIS 5313

The major in Textile Development and Marketing prepares students for careers in sustainable fabric development, color creation, and management for fashion apparel and home furnishings end uses, with an emphasis on textile applications and forensics, global sourcing, and marketing. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	TS 111 - Fundamentals of Textiles	3
	TS 215 - The History of Textile Trade and Technology	2
RELATED AREA	FM 114 - Introduction to the Fashion Industry	3
	TD 212 - CAD and Design Fundamentals for Printed Textiles	1.5
GENERAL EDUCATION	EN 121 - English Composition G1	3
	choice - See Requirements*	3
Semester 2		
MAJOR AREA	TT 174 - Fabric Development	3
	TT 247 - Color Creation and Sustainable Applications	3
RELATED AREA	MG 108 - Apparel and Home Textile Products Manufacturing	2
	MG 153 - Excel for Business	2
GENERAL EDUCATION	SS 141 - Macroeconomics G4	3
	choice - see Requirements*	3
Semester 3		
MAJOR AREA	TT 201 - Fabrics for Private Label/Vertical Retailer	3
	TT 276 - Fabrics for Interiors	2
RELATED AREA	MG 242 - Principles of Accounting	3
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	TT 202 - Textile Value Chain Marketing: Concept to Consumer	3
	TT 261 - Performance Textiles	3
RELATED AREA	IC 296 - AAS Internship B: Career Exploration**	2
	or choice Related Area Elective (2-3 credits)**	
GENERAL EDUCATION	SC 147 - The Forensics of Fiber Analysis G3	3
	choice - see Requirements*	3
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	24
	MAJOR AREA	22
	RELATED AREA	13.5
	HEALTH AND/OR PHYS. ED	2
	Total Credits:	61.5

***Fall 2019 Requirements:** see below

General Education: 24 credits

See list of Gen Ed approved courses under FIT's General Education Requirements (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

- Three (3) credits from each required area, totaling 9 credits: G1, G2, and G3 (SC 147)
- Three (3) credits from G4 (SS 141)
- Nine (9) credits from three different areas in **liberal arts** courses in G5-G10
- Three (3) credit Speech course: CHOICE of EN 241, EN 242, EN 244, or EN 245

****Related Area Elective:**
CHOICE of AC 221, AR 115, HP 201, PH 118, PH 162, or LD 101

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Science programs in Cosmetics and Fragrance Marketing (p. 147), Direct and Interactive Marketing (p. 149), Home Products Development (p. 180), Production Management: Fashion and Related Industries (p. 192), and Textile Development and Marketing (p. 197). By completing certain course requirements, graduates may also apply to the Bachelor of Science programs in Advertising and Marketing Communications (p. 140), Fashion Business Management (p. 155), International Trade and Marketing for the Fashion Industries (p. 186), and Technical Design (p. 194).

1. Sustainability and Corporate Social Responsibility: Students will understand the meaning, relevance and responsibility to steward finance, ecology and society.
2. Product Knowledge: Students will be able to examine textile products, including analysis and application to appropriate end uses.
3. Technology: Students will develop a scientific baseline of textile technology to understand both the primary and ancillary needs of textile products.
4. Research & Critical Thinking: Students will demonstrate techniques that enable decision making through product and process knowledge.
5. Globalism: Students will develop diverse patterns of thinking to understand the complex geographical and cultural nature of the textile industry.
6. Communication: Students will demonstrate the basic methods of domestic and international communication so they can function globally.

Textile/Surface Design AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00833 HEGIS 5012

The major in Textile/Surface Design offers qualified students the opportunity to prepare for careers in the fabrics, fashion, home furnishings, and related industries as designers, colorists, stylists, and studio directors, as well as freelance entrepreneurs. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	TD 112 - Textile Color Fundamentals	2
	TD 113 - Textile Surface Design: Styles Sources	2
	TD 126 - Textile Design Studio Practices	3
	TD 141 - Nature Studies	1.5
GENERAL EDUCATION	choice - see Requirements*	6
Semester 2		
MAJOR AREA	TD 114 - Computer Aided Print Design	3
	TD 138 - Introduction to Woven Design	2.5
	TD 161 - Fundamentals of Screen Printing	2
RELATED AREA	TS 111 - Fundamentals of Textiles	3
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 3		
MAJOR AREA	TD 238 - Woven Design and CAD	3
	TD 251 - Techniques for Decorative Fabrics and Surfaces	3
	TD 271 - Textile/Surface Design Using Adobe Illustrator	2
RELATED AREA	choice - see Related Area Electives**	1.5
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	TD 202 - Advanced Professional Practices	3
	TD 253 - Advanced Decorative Fabrics	2
	TD 262 - Advanced Screen Printing	3
ELECTIVE	choice - General Elective	1.5
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements**	3
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	18
	ART HISTORY	6
	MAJOR AREA	32
	RELATED AREA	4.5
	ELECTIVE	1.5
	Total Credits:	62

***Fall 2019 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
- 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 (p. 43) and Courses (p. 43). An FIT Gen Ed course cannot be used to meet more than one General Education area.

****Related Area Elective(s) - 1.5 credits (minimum):**
BE 261, BL 201, CD 123, CG 121, CG 214, CG 212, EP 311, FA 131, FA 132, FA 171, IN 201, PH 118 **or** any available course in Accessories Design, Advertising Design, Advertising and Marketing Communications, Fabric Styling, Fashion Design, Fine Arts, Graphic Design, Home Products Development, Illustration, Interior Design, Photography and, Textile Development and Marketing **or** any course in the Creative Technology minor or any business or art course in the Ethics and Sustainability minor

Upper Division Alternatives:
Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Fabric Styling (p. 153) and Textile/Surface Design (p. 199), and the Bachelor of Science program in Textile Development and Marketing (p. 197).

Upon graduating from the Textile/Surface Design AAS program, students will be able to:

1. Conduct structured research; analyze cultural and aesthetic trends, both historical and contemporary, on textile surface design products and use information to develop creative design concepts.
2. Think critically, including the ability to evaluate visual information and compare diverse perspectives, as well as come to fundamental conclusions and interpret information to produce original designs for appropriate textile markets.
3. Apply comprehensive textile design skills to design textiles through painting, weaving, screen printing, and demonstrate basic skills in drawing, repeat creation, and color application.
4. Apply fundamental computer skills to complement traditional design skills and develop original designs using CAD as a tool including basic technical preparation of designs for production.
5. Communicate ideas and express project concepts using foundational visual, oral, and written presentation skills, including the use of appropriate industry vocabulary.
6. Discuss global and cultural issues affecting the textile/surface design industry.

One-Year Associate Degree Programs

Students who hold a four-year degree or who have completed at least 30 transferable credits at an accredited college, with 24 credits equivalent to FIT's General Education requirements, may be considered for an alternative to the two-year associate degree. This option generally enables students to complete the associate degree coursework within a period of one year and is based upon a review of the student's transcript and prior knowledge and skills. See Requirements for Admission to One-Year Associate Degree Program's (p. 16) for specific information and required documentation.

Accessories Design (p. 126)

Advertising and Marketing Communications (p. 127)

Communication Design Foundation (p. 128)

Fashion Business Management (p. 129)

Fashion Design (p. 131)

Textile Development and Marketing (p. 133)

Textile/Surface Design (p. 134)

Accessories Design One-Year AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 84201 HEGIS 5012

The Accessories Design major provides the knowledge and skills to prepare students for positions in design, product development, merchandising, and pattern- and sample-making. Curriculum below is for entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	LD 111 - Leather and Materials Technology	2.5
	LD 121 - Accessories Design and the Human Anatomy	2
	LD 133 - Footwear Design I	3
	LD 143 - Handbag Design I	3
	LD 165 - Sketching Accessories	2.5
	LD 228 - Accessories CAD	2
Semester 2		
MAJOR AREA	LD 134 - Footwear Design II	3
	LD 144 - Handbag Design II	3
	LD 227 - Introduction to Line Building	2
	LD 243 - Belt Design	2.5
	LD 293 - Developing a Successful Portfolio	3
RELATED AREA	choice - see Requirements*	2
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	28.5
	RELATED AREA	2
	Total Credits:	30.5

***Related Area Elective: 2 credits (minimum):**
CHOICE of one of the following: AC 111, AC 114, AC 141, AR 115, CD 113, CD 123, CD 235, CG 121, CG 214, DE 101, FA 101, FA 104, FA 106, FA 107, FA 113, FA 114, FA 116, FA 203, FD 231, FD 341, FD 475, FF 341, FM 116, FM 212, FM 324, FS 341, FS 451, GD 202, ID 121, ID 151, ID 158, ID 322, IL 127, IL 133, IL 181, IN 201, IN 312, JD 101, JD 121, JD 213, JD 219, PH 117, PH 118, PH 171, PH 201, SS 277, SS 376, TD 111, TD 113, TS 111, TS 215, or TY 101.

Students who successfully complete the Accessories Design AAS degree will be able to:

1. Demonstrate the ability to identify, analyze, and elect appropriate materials for fabricating accessories.
2. Identify the anatomy of the foot and hand and apply ergonomics to the design of handbags and footwear.
3. Illustrate technical specification for handbags, footwear, and belts.
4. Construct innovative designs in handbags, footwear, and belts from concept to finished sample.
5. Develop critical thinking skills through research projects, design exploration, and presentations.
6. Illustrate total design concepts from ideation to finished rendering, by hand and by computer.

Advertising and Marketing Communications One-Year AAS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 00830 HEGIS 5008

The major in Advertising and Marketing Communications offers students the fundamental knowledge and skills needed in the marketing communication disciplines, such as advertising, direct marketing, sales promotion, and publicity/public relations. It also enables students to advance to the BS program to prepare for career opportunities in strategic planning, media buying, and brand management. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	AC 111 - Advertising and Promotion	3
	AC 114 - Marketing for Integrated Marketing Communications	3
	AC 141 - Introduction to Journalism	3
	AC 171 - Mass Communications	3
RELATED AREA	CD 122 - Digital Layout I	2
	FM 116 - Fashion Business Practices	3
Semester 2		
MAJOR AREA	AC 221 - Publicity Workshop	3
	AC 222 - Sales Promotion	3
	AC 231 - Advertising Copywriting	3
	AC 271 - Audiences and Media	3
	AC 272 - Research Methods in Integrated Marketing Communications	3
	choice - see Major Area Electives* or Related Area Electives**	2
TOTAL CREDIT REQUIREMENTS		
	RELATED AREA	5
	MAJOR AREA	29
	Total Credits:	34

***Major Area Electives OR **Related Area Electives: 2 credits (minimum):**

CHOICE of AC 113, AC 242, or AC 262, or CHOICE of IC 296, IC 297, or IC 298

Evening/Weekend Option:

A two-semester evening/weekend option is available for this degree program (see Curricula Overview (p. 23) or visit the FIT website at fitnyc.edu/evening_weekend). The sequence of courses is the same as that listed on this page.

Communication Design Foundation One-Year AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00760 HEGIS 5012

The major in Communication Design Foundation is a foundation program that provides qualified students the opportunity to advance to baccalaureate programs in Advertising & Digital Design, Graphic Design, Packaging Design, and Visual Presentation and Exhibition Design, as well as entry-level positions in advertising agencies, graphic and corporate communications companies, and publishing firms. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	CD 116 - Design Studio Intensive I	3
	CD 126 - Digital Graphics Intensive I	2
	CD 173 - Typography I	2
	CD 234 - Color Studies	2
	CD 235 - Design History	3
RELATED AREA	AD 216 - Foundation in Advertising Design	2
	PK 216 - Foundation in Packaging Design	2
Semester 2		
MAJOR AREA	CD 216 - Design Studio Intensive II	3
	CD 226 - Digital Graphics Intensive II	2
	CD 232 - Visual Language	2
	CD 273 - Typography II	2
RELATED AREA	CT 244 - Introduction to Web Design	2
	DE 216 - Foundation in Visual Presentation and Exhibition Design	2
	GD 216 - Foundation in Graphic Design	2
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	21
	RELATED AREA	10
	Total Credits:	31

Students who successfully complete the Communication Design AAS program will be able to:

1. Apply two- and three-dimensional foundation principles to visual literacy problems.
2. Recognize and create effective typographic hierarchies as part of original graphic design solutions.
3. Apply research, analysis, and critical thinking skills to the various stages of effective communication design development from concept sketching to complete comprehensive.
4. Create well-executed projects with appropriate attention to detail, using both digital and hand skills.
5. Demonstrate professionalism and confidence in individual and group projects and presentations, which include the combination of oral, written, and visual skills.
6. Develop design solutions that address the parallel relationships between advertising design, graphic design, packaging design, and visual presentation and exhibition design.

Fashion Business Management One-Year AAS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 00828 HEGIS 5004

The major in Fashion Business Management provides students with the knowledge and skills necessary for assuming positions in the merchandising industry in areas such as buying, sales, product development, creative fashion presentation, retail management, and marketing. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	FM 114 - Introduction to the Fashion Industry	3
	FM 116 - Fashion Business Practices	3
	FM 117 - Introduction to Fashion Marketing	3
	FM 224 - Merchandising Math Applications	3
RELATED AREA	AC 111 - Advertising and Promotion	3
	TS 111 - Fundamentals of Textiles	3
Semester 2		
MAJOR AREA	FM 225 - Fashion Merchandising	3
	FM 244 - Product Development	3
	FM 262 - Contemporary Retail Management	3
	FM 268 - Team Development Workshop	2.5
	choice - see Major Area Elective(s)*	3
RELATED AREA	choice - see Related Area Elective(s)**	1.5
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	26.5
	RELATED AREA	7.5
	Total Credits:	34

Fall 2019 Requirements: see below

***Major Area Electives: 3 credits (minimum)**
CHOICE of one (1)
course: FM 144, FM 212, FM 213, FM 222, FM 223, FM 226, FM 228, FM 231, FM 245, FM 251, or FM 491

****Related Area Electives: 1.5 credits (minimum)**

CHOICE of one (1) course: AR 101, AC 221, AR 115, DE 101, HD 111, HP 201, IC 296, IC 297, or ID 103, JD 101, MG 153, PH 118, PH 162, or TD 112

1. Business Fundamentals: Students will be able to identify and apply current business methodology and discuss current situations and opportunities connected to the fashion business.
2. Communication: Students will be able to compare how business decisions are established by using coherent written, verbal, and presentation skills.
3. Globalism: Students will be able to identify and evaluate the current global issues in how they will affect the fashion business.
4. Technology: Students will be able to illustrate and distinguish their technology proficiency by beginning to adapt to the various technologies in the courses of the fashion business.
5. Research and Critical Thinking: Students will be able to explain and conduct research of primary and secondary data to make business decisions.
6. Product Commercialization: Students will be able to begin to evaluate the functions of product development, the merchandising of a line and how it works within the Product Life Cycle.
7. Retailing/ Wholesaling: Students will be able to identify and compare the differences between retail and wholesale in the fashion business.

Fashion Design One-Year AAS Degree Program

School of Art and Design

Applications accepted for fall and spring. NYSED: 00835 HEGIS 5012

The major in Fashion Design offers qualified students the opportunity to prepare for positions as designers, assistant designers, technical designers, stylists, or fashion executives. Curriculum below is for the entering class of Fall 2019.

Apparel Specialization

Semester 1		**Credits**
MAJOR AREA	FD 113 - Apparel Design: Structured Silhouettes	4
	FD 114 - Apparel Design: Soft Silhouettes	3
	FD 135 - Materials and Construction (for 1-Year AAS)	3
	FF 113 - Fashion Art and Design (for 1-Year AAS)	5
	FF 115 - Digital Fashion Design Studio I (for 1-Year AAS)	2
RELATED AREA	FA 105 - Life Drawing *	1.5
Semester 2		
MAJOR AREA	FD 227 - Design Studio IV: Advanced Draping	3
	FD 242 - Digital Fashion Design Studio II	2
	FD 243 - Apparel Design Studio - Patternmaking	3
	FF 114 - Model Drawing I for Fashion Designers	1
	FF 212 - Visual Design Concepts IV	2
RELATED AREA	CL 112 - Faces and Places in Fashion	2
	TS 131 - Textile Principles for the Fashion Designer	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	28
	RELATED AREA	6.5
	Total Credits:	34.5

Art Specialization

Semester 1		**Credits**
MAJOR AREA	FD 113 - Apparel Design: Structured Silhouettes	4
	FD 114 - Apparel Design: Soft Silhouettes	3
	FD 135 - Materials and Construction (for 1-Year AAS)	3
	FF 113 - Fashion Art and Design (for 1-Year AAS)	5
	FF 115 - Digital Fashion Design Studio I (for 1-Year AAS)	2
RELATED AREA	FA 105 - Life Drawing *	1.5
Semester 2		
MAJOR AREA	FD 242 - Digital Fashion Design Studio II	2
	FD 243 - Apparel Design Studio - Patternmaking	3
	FF 213 - Model Visualization Techniques	1
	FF 244 - Design Collections: Visual Solutions	2
	FF 291 - Fashion Portfolio Collection	2
RELATED AREA	CL 112 - Faces and Places in Fashion	2
	TS 131 - Textile Principles for the Fashion Designer	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	27
	RELATED AREA	6.5
	Total Credits:	33.5

* **Related Area Electives: 1.5 credits (minimum)**
FA 105 or CHOICE of another Fine Arts course

Students who successfully complete the Fashion Design AAS program will be able to:

1. Apply comprehensive abilities in creating and presenting product for entry-level positions in the fashion industry.
2. Work well together as emerging team players and innovative design thinkers.
3. Understand and implement new technologies relative to design development, material choices, and the manufacture and distribution of fashion.
4. Adapt their inspired knowledge and abilities to ongoing changes in global fashion and related creative industries.
5. Bring their evolving design point-of-view and work aesthetics to various types of imaginative challenges.
6. Explore sustainability in their design development.

Textile Development and Marketing One-Year AAS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 00841 HEGIS 5313

The major in Textile Development and Marketing prepares students for careers in sustainable fabric development, color creation, and management for fashion apparel and home furnishings end uses, with an emphasis on textile applications and forensics, global sourcing, and marketing. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	TS 111 - Fundamentals of Textiles	3
	TS 215 - The History of Textile Trade and Technology	2
	TT 247 - Color Creation and Sustainable Applications	3
	TT 276 - Fabrics for Interiors	2
RELATED AREA	FM 114 - Introduction to the Fashion Industry	3
	MG 108 - Apparel and Home Textile Products Manufacturing	2
	MG 153 - Excel for Business	2
	TD 212 - CAD and Design Fundamentals for Printed Textiles	1.5
Semester 2		
MAJOR AREA	TT 174 - Fabric Development	3
	TT 201 - Fabrics for Private Label/Vertical Retailer	3
	TT 202 - Textile Value Chain Marketing: Concept to Consumer	3
	TT 261 - Performance Textiles	3
RELATED AREA	IC 296 - AAS Internship B: Career Exploration or choice of Related Area elective**	2
	MG 242 - Principles of Accounting	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	22
	RELATED AREA	13.5
	Total Credits:	35.5

***Related Area Electives:**

CHOICE of AC 221, AR 115, HP 201, LD 101, PH 118, or PH 162

1. Sustainability and Corporate Social Responsibility: Students will understand the meaning, relevance and responsibility to steward finance, ecology and society.
2. Product Knowledge: Students will be able to examine textile products, including analysis and application to appropriate end uses.
3. Technology: Students will develop a scientific baseline of textile technology to understand both the primary and ancillary needs of textile products.
4. Research & Critical Thinking: Students will demonstrate techniques that enable decision making through product and process knowledge.
5. Globalism: Students will develop diverse patterns of thinking to understand the complex geographical and cultural nature of the textile industry.
6. Communication: Students will demonstrate the basic methods of domestic and international communication so they can function globally.

Textile/Surface Design One-Year AAS Degree Program

Applications accepted for fall only. NYSED: 00833 HEGIS 5012

The major in Textile/Surface Design offers qualified students the opportunity to prepare for careers in the fabrics, fashion, home furnishings, and related industries as designers, colorists, stylists, and studio directors, as well as freelance entrepreneurs. Curriculum below is for the entering class of Fall 2019.

Semester 1		**Credits**
MAJOR AREA	TD 114 - Computer Aided Print Design	3
	TD 126 - Textile Design Studio Practices	3
	TD 138 - Introduction to Woven Design	2.5
	TD 141 - Nature Studies	1.5
	TD 155 - Decorative Fabrics	2
	TD 161 - Fundamentals of Screen Printing	2
Semester 2		
MAJOR AREA	TD 202 - Advanced Professional Practices	3
	TD 238 - Woven Design and CAD	3
	TD 253 - Advanced Decorative Fabrics	2
	TD 262 - Advanced Screen Printing	3
	TD 271 - Textile/Surface Design Using Adobe Illustrator	2
RELATED AREA	TS 111 - Fundamentals of Textiles	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	27
	RELATED AREA	3
	Total Credits:	30

Upon graduating from the Textile/Surface Design AAS program, students will be able to:

1. Conduct structured research; analyze cultural and aesthetic trends, both historical and contemporary, on textile surface design products and use information to develop creative design concepts.
2. Think critically, including the ability to evaluate visual information and compare diverse perspectives, as well as come to fundamental conclusions and interpret information to produce original designs for appropriate textile markets.
3. Apply comprehensive textile design skills to design textiles through painting, weaving, screen printing, and demonstrate basic skills in drawing, repeat creation, and color application.
4. Apply fundamental computer skills to complement traditional design skills and develop original designs using CAD as a tool including basic technical preparation of designs for production.
5. Communicate ideas and express project concepts using foundational visual, oral, and written presentation skills, including the use of appropriate industry vocabulary.
6. Discuss global and cultural issues affecting the textile/surface design industry.

Baccalaureate Degree Programs

Accessories Design (p. 136)
Advertising & Digital Design (p. 138)
Advertising and Marketing Communications (p. 140)
Animation, Interactive Media & Game Design (p. 145)
Art History and Museum Professions (p. 143)
Cosmetics and Fragrance Marketing (p. 147)
Direct and Interactive Marketing (p. 149)
Entrepreneurship for the Fashion and Design Industries (p. 151)
Fabric Styling (p. 153)
Fashion Business Management (p. 155)
Fashion Business Management/Florence and New York (p. 158)
Fashion Design - Children's Wear (p. 160)
Fashion Design - Intimate Apparel (p. 162)
Fashion Design - Knitwear (p. 164)
Fashion Design - Special Occasion (p. 166)
Fashion Design - Sportswear (p. 168)
Fashion Design/Milan - Knitwear (p. 170)
Fashion Design/Milan - Sportswear (p. 172)
Film and Media (p. 174)
Fine Arts (p. 176)
Graphic Design (p. 178)
Home Products Development (p. 180)
Illustration (p. 182)
Interior Design (p. 184)
International Trade and Marketing for the Fashion Industries (p. 186)
Packaging Design (p. 188)
Photography and Related Media (p. 190)
Production Management: Fashion and Related Industries (p. 192)
Technical Design (p. 194)
Textile Development and Marketing (p. 197)
Textile/Surface Design (p. 199)
Toy Design (p. 201)
Visual Presentation and Exhibition Design (p. 203)

Accessories Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 27491 HEGIS 1009

The Accessories Design major offers design, technical, and business skills to prepare students for careers in design, product development, merchandising, and entrepreneurship. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	LD 332 - Theatrical and Character Footwear	3
	LD 342 - Zippered Handbags Design	2.5
	LD 371 - Accessories that have Changed Fashion	2.5
RELATED AREA	JD 138 - Introduction to CAD Modeling for Designers	2
LIBERAL ARTS	HA 344 - History of Western Costume	3
	choice - see Liberal Arts Requirements*	3
Semester 6		
MAJOR AREA	LD 331 - Athletic Footwear Design	3
	LD 451 - Sports-Specific Bags and Carrying Gear	2.5
RELATED AREA	JD 237 - 3D Digital Object Design	2
	TD 362 - Screen Printing for Accessories Design	2
LIBERAL ARTS	choice - see History of Art	3
	choice -see Foreign Language*	3
PE/HEALTH	choice - PE/Health	1
Semester 7		
MAJOR AREA	LD 333 - Nontraditional Footwear Design	2.5
	LD 341 - Unconventional Handbag Techniques	2.5
	LD 471 - The Accessories Industry	2.5
	LD 492 - Portfolio Development	3
RELATED AREA	choice - see Related Area Elective**	3
LIBERAL ARTS	choice - see Foreign Language*	3
Semester 8		
MAJOR AREA	LD 491 - Accessories Design Senior Project	3
RELATED AREA	IC 497 - Senior Internship C: Career Planning	3
	choice - see Related Area Elective**	3
LIBERAL ARTS	choice - see Requirements*	3
TOTAL CREDIT REQUIREMENTS		
	PE/HEALTH	1
	MAJOR AREA	27
	RELATED AREA	15
	LIBERAL ARTS	18
	Total Credits:	61

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts elective: 6 credits.** Select Liberal Arts course, (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses (p. 205)
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8).
- **History of Art: 6 credits.** HA 344 and CHOICE of one (1) additional 3-credit History of Art course that meets General Education Other World Civilizations requirement (G9). See History of Art (p. 297)

****Related Area Electives: 6 credits**
CHOICE of any elective courses in Art and Design (for which prerequisites have been met) totaling 6 credits.

NOTE: Students accepted into the BFA program who have not received an AAS in Accessories Design must complete LD 133, LD 134, LD 143, and LD 144 prior to semester 5.

Students who successfully complete the Accessories Design BFA degree will be able to: 1. Research, analyze, and creatively illustrate the historical relevance of fashion evolution, innovation, and trends. 2. Design and create accessories that address a need in the current market using learned assembly techniques, inventive materials, and trend research. 3. Develop an accessories business plan and deliver a coherent, articulate oral presentation. 4. Identify technology and apply, either digitally or manually, to the creation of fashion, theatrical, and athletic accessories. 5. Prepare, organize, and present a professional-level portfolio for internship and employment opportunities.

Advertising & Digital Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00594 HEGIS 1009

The Advertising Design program offers students the opportunity to prepare for careers as art directors, designers, and copywriters in advertising, public relations, broadcasting, marketing, branding, interactive media, and journalism. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	AD 381 - Creative Principles	3
	AD 383 - Strategy Planning and Brand Campaigns	2
RELATED AREA	CT 300 - Typography for Digital Content Design	2
	CT 321 - Print and Digital Production	2
	CT 371 - Introduction to Kinetic Typography	3
LIBERAL ARTS	choice - see History of Art* (G9)	3
	choice - see Social Sciences*	3
Semester 6		
MAJOR AREA	AD 315 - Art Direction and Design	3
	AD 382 - Art and Copy	2
RELATED AREA	CT 341 - Design for Web-based User Interface	3
	CT 372 - Typography for Digital Product Design	2
LIBERAL ARTS	choice - see English*	3
	choice - see Liberal Arts Electives**	3
Semester 7		
MAJOR AREA	AD 466 - Senior Portfolio	2
	AD 482 - TV and Viral Videos	3
	AD 494 - Senior Thesis Project Planning	2
RELATED AREA	CT Elective***	2
LIBERAL ARTS	choice - see Liberal Arts Electives**	3
	choice - see History of Art*	3
Semester 8		
MAJOR AREA	AD 497 - Student Competition	3
	AD 498 - Senior Project	3
	choice - see Major Area Electives****	2-3
	choice - see Major Area Electives****	2-3
RELATED AREA	choice - see Related Area Electives***	2
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	27-29
	RELATED AREA	16
	LIBERAL ARTS	18
	Total Credits:	61-63

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **English: 3 credits.** CHOICE of 200- or 300-level EN writing course in semester 6
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9), and CHOICE of one (1) additional course. See the full list of Art/Design History courses under HA: History of Art and Civilization (p. 297)
- **Social Sciences: 3 credits.** CHOICE of SS 231, SS 232, SS 237, SS 334, SS 385 or SS 396.

**** Liberal Arts electives: 6 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses (p. 205)

*****Related Area Electives: 2 credits**
CHOICE of any eligible course (for which prerequisites have been met) in Computer Graphics (CG), Creative Technology (CT), Entrepreneurship (EP), Fashion Design (FD), Fashion Business Management (FM), FI 261, Fine Arts (FA), Graphic Design (GD), Home Products Development (HP), Illustration (IL), Interior Design (ID), Jewelry Design (JD), Menswear (MW), Packaging Design (PK), Photography and the Digital Image (PH), Textile/Surface Design (TD), Textile Development and Marketing (TS and TT), Toy Design (TY), or Visual Presentation and Exhibition Design (VP)

*****CT Elective. 2 credits:** CHOICE of CT 411 CT 412, or CT 431

******Major Area Electives: 4-6 credits.** CHOICE two (2) courses from AD 491, AD 402, AD 403, AD 404,or any course approved as a Major Area Elective.

Students who complete the Advertising and Digital Design BFA program will be able to:

1. Implement planning and research as the groundwork for the creative process.
2. Develop art, copy, and technology solutions to solve social and client problems.
3. Create executions, with an emphasis on contemporary design, that produce brand differentiation.
4. Implement creative tools and innovative methodologies that design imaginative work in an on-demand industry.
5. Identify the media channels for an effective integrated campaign.
6. Assemble an advertising portfolio for both traditional and digital platforms.

Advertising and Marketing Communications BS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 20788 HEGIS 0509

The major in Advertising and Marketing Communications provides students with the knowledge and skills necessary to apply for entry-level positions in the communications industry, such as advertising management, advertising strategy and creative execution, public relations/publicity, fashion journalism, corporate communications, media planning, electronic media production, IMC management, and brand management. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	AC 361 - Computer Applications for Marketing Communications	2
	AC 362 - Video Studio Production G6	3
RELATED AREA	DM 435 - Internet Marketing	3
LIBERAL ARTS	SS 242 - Microeconomics	3
	MA 311 - Mathematical Modeling for Business Applications	3
	choice - see Liberal Arts / Foreign Language*	3
Semester 6		
MAJOR AREA	AC 321 - Principles of Public Relations	3
	choice - see Major Area Electives**	3
LIBERAL ARTS	MA 321 - Data Analysis for Business Applications	3
	choice - see Liberal Arts / Foreign Language*	3
	choice - see Liberal Arts *	3
Semester 7		
MAJOR AREA	choice - See Internship or Major Area Electives**	6
LIBERAL ARTS	choice - see Liberal Arts*	9
Semester 8		
MAJOR AREA	AC 411 - Brand Management	3
	choice - see Internship or Major Area Electives **	3
LIBERAL ARTS	choice - see Liberal Arts electives*	9
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	23
	RELATED AREA	3
	LIBERAL ARTS	36
	Total Credits:	62

Fall 2019 Requirements: see below

*** Liberal Arts: 36 credits**

- **Economics: 6 credits.** SS 242 and CHOICE of SS 200, SS 201, SS 302, SS 343, SS 443, SS 445, or SS 446
- **Writing: 3 credits.** CHOICE of one of the following Writing courses: FI 256, EN 321, EN 361, EN 362, EN 363, or EN 364
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)
- **Mathematics: 6 credits.** Mathematics Proficiency must be completed prior to enrolling in MA 311 or MA 321. MA 222 and Mathematics Proficiency must be completed prior to enrolling in MA 321
- **Other World Civilizations: 3 credits.** CHOICE of SS 353, SS 354, SS 356, SS 374, SS 378, or SS 446
- **Psychology**: **3 credits.** SS 237
- **Liberal Arts electives: 9 credits.** Select three (3) Liberal Arts courses from the following subject areas:
  AB (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217, **PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses (p. 205)

**** Major Area Electives/Internship: 12 credits**

- CHOICE of four (4) courses: AC 341 Magazine Journalism (3 cr.) , AC 400 Feature Journalism: Writing Lifestyle and Arts Articles, AC 402 Digital Analytics for Integrated Marketing Communications (IMC) (3 cr.), AC 412 Creative Strategies (3 cr.), AC 413 Corporate Communications (3 cr.), AC 423 Special Events Marketing Public Relations (3 cr.), AC 424 Marketing Communications: An International Perspective (4 cr.), AC 425 Marketing Communications in China (3 cr.), AC 461 Electronic Media Production (3 cr.), AC 462 Video Field Production (3 cr.), AC 471 Media Planning (3 cr.) or AC 472 Social Media for Integrated Marketing Communications (3 cr.) or IC 497 Senior Internship C: Career Planning (3 cr.)

Evening/Weekend Option:

An evening/weekend option is available for this degree program. The sequence of courses is the same as that listed on this page.

NOTE: Communication Design Foundation AAS graduates and School of Business and Technology AAS graduates not from the Advertising and Marketing Communications AAS major must complete AC 111 , AC 221, AC 231, AC 271 prior to semester 6. These and any prerequistes for AMC BS courses must be completed first.

For all other FIT students interested in the BS program, the one-year program in Advertising and Marketing Communications must be completed first.

Upon graduating from the Advertising and Marketing Communications BS program, students will be skilled in the following:

1. Ethical Responsibility: Students will be aware of making ethically responsible decisions in the area of brand management.
2. Marketing Basics: Students will comprehend both the marketing process as well as the component market communications elements.

3. Brand Management: Students will build a brand using IMC strategies and tactics and develop brand equity through secondary associations such as extensions and alliances.
4. Marketing Communications Technology: Students will identify the workings of up-to-date technological tools in marketing communications.
5. Analysis and Critical Thinking: Students will develop, assess, and present business information using a variety of sources and computer software.
6. Globalism: Students will assess markets and cultures and determine areas of commonality and differences in customer needs, wants, and usage.
7. Teambuilding: Students will effectively work in a team to address common goals in an effective and efficient manner.

Art History and Museum Professions BS Degree Program

School of Liberal Arts

Applications accepted for fall only. NYSED: 30021 HEGIS 1099

The major in Art History and Museum Professions prepares students for positions in museums and other art institutions, with a focus on collections management, public relations, development, education, rights and reproductions, visitor services, special events, and exhibitions. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	HA 111 - History of Western Art and Civilization: Ancient Prehistory Through the Middle Ages**	3
	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era**	3
	HA 361 - History and Meaning of Museum	3
LIBERAL ARTS	choice - see Foreign Language*	3
	EN 367 - Writing for Art History and Museum Professions	3
Semester 6		
MAJOR AREA	HA 209 - Art and Museum Law	3
	HA 231 - Modern Art**	3
	HA 362 - Museum Professions and Administration	3
LIBERAL ARTS	choice - see Foreign Language*	3
GENERAL ELECTIVE	choice - see General Elective	2-3
Semester 7		
MAJOR AREA	HA 331 - Contemporary Art and Culture: 1945 to the Present **	3
	HA 411 - Western Theories of Art	3
	choice - see HA Other World Civilization*	3
RELATED AREA	AC 322 - Publicity/Public Relations for Visual Arts Management	3
	FA 117 - Traditional Techniques in the Fine Arts	2
LIBERAL ARTS	choice - see American History*	3
Semester 8		
MAJOR AREA	HA 461 - Senior Seminar: Museum Exhibition	3
	HA 462 - Art and Ethics	3
RELATED AREA	AC 311 - Integrated Marketing Communications Management	3
	IC 497 - Senior Internship C: Career Planning	3
LIBERAL ARTS	choice - see Liberal Arts Elective**	3
TOTAL CREDIT REQUIREMENTS		
	GENERAL ELECTIVE	2-3
	MAJOR AREA	33
	RELATED AREA	11
	LIBERAL ARTS	15
	Total Credits:	61-62

Please Note: The ten (10) Major Area Courses from History of Art (HA) are Liberal Arts Courses.

***Fall 2019 Requirements:** see below

Liberal Arts: 15 credits**

- **English: 3 credits.** EN 367
- **Foreign Language: 6 credits.**

Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8).

- **American History: 3 credits.**

CHOICE of any course that meets the General Education American History requirement (G10).

- **Liberal Arts Elective: 3 credits.**
  AB (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than 205, 261, 361, 362, 461, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**,** **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

****NOTE**: The major area courses for this degree require a minimum of 30 credits in art history coursework and 15 additional credits in liberal arts courses. If the required art history or liberal arts courses in this Bachelor of Science degree were completed in associate degree-level coursework, additional art history or liberal arts courses will be required to fulfill the major area and liberal arts graduation requirements.

Upon successful completion of the Art History and Museum Professions BS program, students will be able to:

1. Demonstrate proficiency in art historical research and writing, employing the major methodologies of art historical scholarship, and the ability to apply these skills to a range of projects fundamental to art institutions.
2. Articulate the history, theory, and cultural roles of museums and collecting from an international perspective.
3. Demonstrate familiarity with the organization and operation of art institutions, including exhibition planning, collections management, communications, education, community outreach, and development.
4. Analyze the actions of art institutions in relation to the expectations, needs and desires of the various communities they serve.

Animation, Interactive Media & Game Design

School of Art and Design

Applications accepted for fall only. NYSED: 21881 HEGIS 1099

The major in Animation, Interactive Media & Game Design offers students the opportunity to prepare for specialized positions in the computer animation and interactive media industries, such as character animators, game designers, technical directors, texture artists, modelers, motion graphics artists, website designers, and creative positions in interaction design. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	CG 314 - Programming Concepts	2
	CG 321 - Design and Authoring for Interactive Media II	2
	CG 341 - 3D Modeling and Animation	2
	CG 344 - History of Animation	3
	CG 346 - Principles of Animation I	2
	CG 351 - Storyboarding and Storytelling	2
RELATED AREA	IL 302 - Drawing for Animation I	2
LIBERAL ARTS	choice - see Liberal Arts Electives*	3
Semester 6		
MAJOR AREA	CG 322 - Interface Design	2
	CG 342 - Advanced 3D Computer Modeling	2
	CG 345 - 3D Computer Animation	2
	CG 352 - Music and Sound Design	2
	CG 353 - Motion Graphics	2
RELATED AREA	IL 303 - Drawing for Animation II	1.5
LIBERAL ARTS	choice - see Liberal Arts Electives*	3
	choice - see Liberal Arts/Art History*	3
Semester 7		
MAJOR AREA	CG 421 - Interactive Project Design	3
	CG 441 - Advanced 3D Animation	2
	CG 446 - Principles of Animation II	2
	CG 451 - Computer-Assisted Post-Production	2
	CG 452 - Music Production for Interactive and Animation Thesis Projects I	2
	CG 491 - Senior Project Planning	2
RELATED AREA	choice - see Related Area Elective(s)**	1.5
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
Semester 8		
MAJOR AREA	CG 422 - Interactive Production	2.5
	CG 442 - Animation Production	2
	CG 453 - Music Production for Interactive and Animation Thesis Projects II	2
	CG 492 - Senior Project	3
LIBERAL ARTS	choice - see Liberal Arts Electives*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	45.5
	RELATED AREA	5
	LIBERAL ARTS	15
	Total Credits:	65.5

Fall 2019 Requirements: see below

*** Liberal Arts: 15 credits**

- **Liberal Arts electives: 9 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas:
  AB (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses (p. 205)
- **Art History: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9), and CHOICE of one (1) additional HA course. See the full list of Art/Design History courses under HA: History of Art and Civilization.

****Related Area Elective (s): 1.5 credits (minimum)**
Elective course(s) in Art and Design (other than CG) for which prerequisites have been met

NOTE: CG 211, CG 212, CG 213, and CG 221 or their equivalents must be completed prior to application to the BFA program.

Students who successfully complete the Animation, Interactive Media and Game Design BFA program will be able to:

1. Produce animation and interactive projects at a professional level, from concept to finished project.
2. Demonstrate competency in advanced 3D modeling and animation software (specifically modeling, rigging, lighting, texturing, and animation).
3. Use the software packages that are used in the industry, as well as have the ability to translate their artistic skills into any new software that they encounter.
4. Work within a team environment to create, plan, and execute both original stories through the art of animation and good interactive experiences for the user.
5. Have a foundation in the history of animation that empowers graduates to make the best moving images work in consonance with the best sound, color, perspective, and storytelling.
6. Integrate music and sound design into an established graphical context.
7. Have explored video as a means of communication and be able to produce content for both animation and interactive digital media.
8. Have a working knowledge of distribution methods and be prepared to approach the constant changes in media culture.

Cosmetics and Fragrance Marketing BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 20045 HEGIS 0599

The major in Cosmetics and Fragrance Marketing offers students the creative, technological, and analytical capabilities necessary to prepare for executive, managerial, and support positions in the cosmetics, fragrance, and toiletries industries. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	CM 341 - Cosmetics and Fragrance Marketing	3
RELATED AREA	MG 304 - Information Systems	2
LIBERAL ARTS	MA 311 - Mathematical Modeling for Business Applications**	3
	SC 149 - Chemistry for Cosmetics and Fragrances	3
	choice - see Liberal Arts, Speech*	3
Semester 6		
MAJOR AREA	CM 023 - Cosmetic Product Knowledge Lab	1
	CM 323 - Cosmetic Product Knowledge	2
RELATED AREA	PK 302 - Packaging Design for Cosmetics and Fragrance Marketing	2
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	MA 222 - Statistical Analysis	3
	SS 242 - Microeconomics	3
Semester 7		
MAJOR AREA	CM 024 - Fragrance Knowledge Lab	1
	CM 424 - Fragrance Knowledge	2
	CM 442 - Global Brand Management in Cosmetics and Fragrance	3
LIBERAL ARTS	SS 345 - Fundamentals of Finance for Fashion Industries	3
	choice - see Liberal Arts, Foreign Language*	3
	choice - see LIberal Arts, Other World Civilizations*	3
Semester 8		
MAJOR AREA	CM 423 - Cosmetic and Fragrance Product Development Workshop	3
	CM 425 - Environmental Fragrancing	3
	IC 498 - Senior Internship D: Career Planning	4
LIBERAL ARTS	EN 335 - Working Women in the United States: 1865 to Present	3
	choice - see Liberal Arts, Foreign Language*	3
	choice - see Liberal Arts electives*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	22
	RELATED AREA	4
	LIBERAL ARTS	36
	Total Credits:	62

Fall 2019 Requirements: see below

***Liberal Arts: 36 credits**

- **American History: 3 credits.** EN 335 (G10)
- **Economics: 6 credits.** SS 242 and SS 345
- **English and Speech: 6 credits.**
  EN 321 and CHOICE of EN 241, EN 242, EN 244, EN 245
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)
- **Mathematics: 6 credits.** MA 311 and MA 222
- **Other World Civilizations: 3 credits.** CHOICE of SS 353, SS 354, SS 356, or SS 374 (G9)
- **Science**: **3 credits.** SC 149
- **Liberal Arts electives: 3 credits. Select Liberal Arts courses from the following subject areas: AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 362, 461, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

**** NOTE:** Students must have taken the following courses prior to entering the program:
AC 161 or MG 153 and SS 141

Mathematics Proficiency must be completed prior to enrolling in MA 311. Mathematics Proficiency must be completed prior to enrolling in MA 222

Upon graduating from the Cosmetic & Fragrance Marketing BS program, students will be skilled in the following:

1. Corporate Social Responsibility and Sustainability: Students will demonstrate the ability to make ethically responsible corporate decisions based on the four pillars of sustainability.
2. Business Fundamentals: Students will demonstrate the ability to make informed decisions utilizing current technology and business methodology to analyze present and predicted situations and opportunities connected to the beauty industry.
3. Product Knowledge: Students will show in-depth knowledge of the product categories and new products determined by consumer attitudes and global trends for the beauty industry.
4. Innovation: Students will provide innovative solutions to business problems using their olfactive capabilities and sensory analysis skills.
5. Research and Critical Decision Making: Through innovative research using primary, secondary and tertiary data and sensory analysis students will be able to evaluate and process information gathered to arrive at business decisions which are both creative and mindful of the business climate in the global beauty business.
6. Globalism: Students will be able to apply their knowledge of national and international health and safety regulations in creating and marketing beauty products for the global marketplace.
7. Communication: Students will be able to produce written, oral and visual communication instruments for digital and traditional media which meet professional criteria.

Direct and Interactive Marketing BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 20809 HEGIS 0509

The major in Direct and Interactive Marketing offers students the opportunity to prepare for entry-level management positions in the marketing departments in a wide variety of industries, including account executives, database marketers, media managers, and market researchers. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	DM 300 - Direct Interactive Marketing Principles, Issues, and Application	3
RELATED AREA	BL 343 - Introduction to Business Law or IN 324 - International Marketing Research	3
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	MA 222 - Statistical Analysis	3
	SS 242 - Microeconomics	3
	choice - see Liberal Arts / Speech*	3
Semester 6		
MAJOR AREA	DM 321 - Database Marketing	3
	DM 331 - Direct Response Copywriting	3
RELATED AREA	MG 306 - Information Systems: Case Analysis	2
LIBERAL ARTS	MA 311 - Mathematical Modeling for Business Applications	3
	choice - Liberal Arts elective*	3
Semester 7		
MAJOR AREA	DM 421 - Direct Marketing Finance and Operations	3
	DM 432 - Direct Response Media Planning	3
LIBERAL ARTS	choice - see English Literature*	3
	choice - see Foreign Language* G8	3
	choice - Liberal Arts elective*	3
Semester 8		
MAJOR AREA	DM 433 - Direct Marketing Communications	3
	DM 435 - Internet Marketing	3
LIBERAL ARTS	PL 431 - Philosophy: Ethics	3
	choice - Liberal Arts elective*	3
	choice - see Foreign Language*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	21
	RELATED AREA	5
	LIBERAL ARTS	36
	Total Credits:	62

Fall 2019 Requirements: see below
*** Liberal Arts: 36 credits**.

- **Economics: 3 credits.** SS 242
- **English: 6 credits.** EN 321 and CHOICE of any 200- or 300-level EN course except Speech
- **Foreign Language: 6 credits**. Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)
- **Mathematics: 6 credits.** Mathematics Proficiency must be completed prior to enrolling in MA 222 and MA 311
- **Philosophy: 3 credits.** PL 431
- **Speech: 3 credits.** CHOICE of EN 241, EN 242, EN 244, EN 245, or EN 342, or a liberal arts elective may be substituted if an equivalent speech course has been taken previously

- **Liberal Arts elective: 9 credits**. Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 362, 461, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

NOTE: Students must have taken the following courses prior to entering the program: AC 114 and SS 141

Upon graduating from the Direct and Interactive Marketing BS program, students will be able to:

1. Explain the differences between direct marketing and general marketing and determine how these direct marketing tools are used to generate sales and awareness for all product categories.
2. Prepare an overall creative statement, write direct marketing advertising copy, and prepare artwork for a variety of media including direct mail, magazines, e-mail/internet, etc.
3. Prepare and analyze direct marketing financial plans using Microsoft Excel.
4. Develop media plans, including television, digital platforms, and print (e.g., how, when and where they are used effectively).
5. Communicate clearly and persuasively in written documents, mediated communication, and oral presentations.
6. Understand the ethical standards for the practice of direct and indirect marketing and be able to apply the standards to their own environment and practice.
7. Critically analyze direct marketing brand issues and opportunities.

Entrepreneurship for the Fashion and Design Industries BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 33762 HEGIS 0599

The major in Entrepreneurship for the Fashion and Design Industries provides students with the knowledge, skills, and mind-set necessary to succeed in new and uncharted business environments. Graduating students are prepared to transform creative ideas into business ventures and to assume leadership positions in entrepreneurial companies. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	EP 311 - Introduction to Entrepreneurship	3
RELATED AREA	AC 311 - Integrated Marketing Communications Management	3
	MG 306 - Information Systems: Case Analysis	2
LIBERAL ARTS	MA 321 - Data Analysis for Business Applications*	3
	SS 242 - Microeconomics	3
	choice - see Speech*	3
Semester 6		
MAJOR AREA	EP 321 - The Business Plan	3
	EP 331 - Finance and Accounting for the Non-Financial Manager	3
LIBERAL ARTS	MA 311 - Mathematical Modeling for Business Applications	3
	PL 431 - Philosophy: Ethics G7	3
	choice - see Writing*	3
Semester 7		
MAJOR AREA	EP 441 - Converting Innovation into Value	3
RELATED AREA	BL 343 - Introduction to Business Law, FM 324 - Business of Licensing, IN 441 - International Business Law, or IN 443 - International Business Strategies and Fashion Law	3
LIBERAL ARTS	choice - see American History* G10	3
	choice - see Economics*	3
	choice - see Foreign Language* G8	3
Semester 8		
MAJOR AREA	EP 452 - Entrepreneurship Practicum	3
RELATED AREA	choice - see Internship*** or Major or Related Area Elective**	3
LIBERAL ARTS	choice - see Foreign Language*	3
	choice - see Liberal Arts*	3
	choice - see Other World Civilizations* G9	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	15
	RELATED AREA	11
	LIBERAL ARTS	36
	Total Credits:	62

Fall 2019 Requirements: see below

*** Liberal Arts: 36 credits**

- **American History: 3 credits.** CHOICE of any course that meets General Education American History requirement (G10)
- **Economics: 6 credits.** SS 242 and CHOICE of SS 343, 443 or SS 445
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)
- **Liberal Arts Elective: 3 credits.** Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**,** **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **Mathematics: 6 credits.** MA 311 and MA 321. MA 222 and Mathematics Proficiency must be completed prior to enrolling in MA 321.
- **Philosophy: 3 credits.** PL 431
- **Other World Civilizations: 3 credits.** CHOICE of SS 354 or SS 374 (either one of which meets General Education Other World Civilizations requirement (G9)
- **Speech: 3 credits.** CHOICE of EN 241, EN 242, EN 244, or EN 342
- **Writing: 3 credits.** CHOICE of EN 321, EN 322, or EN 323

***** Internship or ** Major or Related Area Electives: 3 credits.** CHOICE of IC 497 or DM 321, EP 360, EP 361, EP 362, FM 300, FM 325, FM 329, FM 361, FM 431, IN 312, IN 313, IN 322 or IN 342

NOTE: Students must have taken the following courses prior to entering the program: AC 111, FM 116, SS 141, and MG 153.

Upon graduating from the Entrepreneurship BS program, students will be skilled in the following:

1. Company and Project Formation: Students will be able to develop businesses and/or projects that drive innovation, establish a competitive advantage, and construct business models, all with commercial value.
2. Business Foundation: Students will administer the tools and techniques for creating products, services, and/or systems that have commercial value.
3. Technology: The combination of innovation and technological competencies will be employed to develop, assess and communicate business ideas in order to be able to provide innovative solutions to business and market problems and the unmet needs for the creative industries.
4. Critical Thinking: Students will be able to define and analyze the key components of innovation, products, services and businesses necessary to formulate solutions.
5. Global Economy: Students will have the ability to assess diverse market and business needs to meet the changing marketplace dynamics of the global economy.
6. Leadership/Interpersonal Skills: Students will be able to construct and employ written, oral and supporting collateral, presentations, skills, techniques, strategies and the materials needed to develop the leadership and interpersonal skills necessary for businesses, programs or ideas.

Fabric Styling BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 87060 HEGIS 1009

The Fabric Styling program provides students with the knowledge and skills needed to prepare them as stylists for positions in a number of diverse fields such as fabric styling, photo styling, film styling, fashion publishing, and many others. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FS 323 - Beginning Digtial Design for Stylists	3
	FS 331 - Fabric Styling I	3
RELATED AREA	ID 322 - Decorative Arts Survey	2
	TS 341 - Survey of Textile Printing Technology	2.5
LIBERAL ARTS	SC 032 - Color Science Laboratory	1
	SC 332 - Color and Light	3
Semester 6		
MAJOR AREA	FS 324 - Digital Design and Page Layout	3
	FS 341 - Role of Fabrics in Fashion: 1860 to Present	3
	FS 451 - Color Combinations and Repeats	3
RELATED AREA	BE 261 - Starting a Small Business	3
LIBERAL ARTS	choice - see Requirements/Art History*	3
Semester 7		
MAJOR AREA	FS 425 - Advanced Digital Design for Stylists	3
	FS 434 - Advanced Styling	2
	FS 461 - Sustainable Knits and Seamless Technology	3
RELATED AREA	AC 111 - Advertising and Promotion	3
	PH 162 - Photographic Styling	2
LIBERAL ARTS	choice - see Requirements*	3
Semester 8		
MAJOR AREA	FS 435 - Home Fashion Styling	2
	FS 454 - Professional Portfolio Presentation	3
	FS 491 - Internship or choice - see Requirements/General Elective*	1.5 - 2
RELATED AREA	IN 331 - Global Sourcing for Stylists	3
LIBERAL ARTS	choice - see Requirements/Art History*	3
	choice - see Requirements*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	29.5-30
	RELATED AREA	15.5
	LIBERAL ARTS	16
	Total Credits:	61-61.5

***Fall 2019 Requirements:** see below

Liberal Arts: 16 credits

- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9), and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Foreign Language: 3 credits.** CHOICE of any Foreign Language course (G8)
- **Science: 4 credits.** SC 332 and SC 032
- **Liberal Arts Elective: 3 credits.** CHOICE of any course (for which prerequisites have been met) in **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **General Elective: 1.5 - 2 credits.** CHOICE of FS 491 or other elective courses (for which prerequisites have been met)

NOTE: For admission requirements, see program eligibility.

Upon graduating from the Fabric Styling BFA program, students will be able to:

1. Trend forecast with proficiency.
2. Construct professional trend presentation boards for a potential client's needs.
3. Research trends and use critical thinking to determine future style direction in both home furnishing and apparel fashion forecasting.
4. Identify and analyze new forecasting trends from publications and cultural events.
5. Research historical periods and translate this research into current trends.
6. Communicate ideas clearly in both written and oral form.
7. Work collaboratively as part of an organization in a professional manner with clients.
8. Understand and adhere to deadlines.
9. Use computer technology with ease and evaluate future innovative software for clients in the creation of forecasts and boards.
10. Demonstrate knowledge of current and innovative manufacturing technology and processes in the field of fabric styling.

Fashion Business Management BS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 20789 HEGIS 0509

The major in Fashion Business Management equips students with the knowledge and skills required to compete in today's international marketplace. Students are prepared to assume positions in the omnichannels of retailing, as buyers, sales managers, planners, and product developers, as well as positions in the wholesale and merchandising areas. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FM 325 - Financial Assortment and Planning	3
	FM 361 - Leadership Development for Retailing	3
RELATED AREA	MG 306 - Information Systems: Case Analysis	2
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	MA 321 - Data Analysis for Business Applications or 322 - Statistics, Machine Learning, and Data Mining	3
	choice - see Liberal Arts / Foreign Language* G8	3
Semester 6		
MAJOR AREA	Specialization Choice	3
LIBERAL ARTS	SS 242 - Microeconomics	3
	MA 300 - The Mathematics of Financial Life Management, 311 - Mathematical Modeling for Business Applications, or 331 - Calculus	3
	choice - see Liberal Arts / Foreign Language*	3
	choice - see Liberal Arts / Speech*	3
Semester 7		
MAJOR AREA	FM 424 - Global Merchandising	3
	Specialization Choice	3
	choice - see Major Area Electives**	3
LIBERAL ARTS	choice - see Liberal Arts / Economics*	3
	choice - see Liberal Arts / Social Science	3
Semester 8		
MAJOR AREA	FM 422 - Merchandising Strategies	3
RELATED AREA	choice - see Internship*** or Major Area Elective**	3
LIBERAL ARTS	choice - see Liberal Arts Elective*	6
	PL 300 - Business Ethics	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	21
	RELATED AREA	5
	LIBERAL ARTS	36
	Total Credits:	62

Specialization Options

Buying and Planning Specialization

Semester 6		
FM 322	Fashion Inventory Management	3
Semester 7		
FM 423	Fashion Planning and Allocation	3

Product Development Specialization

Semester 6		
FM 341	Computer-Aided Product Development I	3
Semester 7		
FM 441	Computer-Aided Product Development II	3

Fashion Management Specialization

Semester 6		
FM 324	Business of Licensing	3
Semester 7		
FM 431	Sales Management	3

Fall 2019 Requirements: see below

*** Liberal Arts: 36 credits**

- **English: 6 credits.** EN 321 and CHOICE of EN 241, EN 242, EN 243, EN 244, EN 245, or EN 342
- **Economics: 6 credits.** SS 242 and CHOICE of SS 302, SS 339, SS 343, SS 345, SS 442, SS 443, or SS 445 or SS 446 or any other 300- to 400-level **Economics** course
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **Mathematics: 6 credits.** Students must complete MA 222 prior to enrolling in CHOICE of MA 321 or MA 322 in the fifth semester. CHOICE of MA 300 or MA 311 or MA 331 in the sixth semester.
- **Philosophy: 3 credits.** PL 300
- **Other World Civilizations: 3 credits.** CHOICE of SS 354 or SS 374 (either one of these meets General Education Other World Civilizations requirement (G9)
- **Liberal Arts electives: 6 credits.** Select two (2) courses from Liberal Arts courses from the following subject areas:
  AB (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

****Major Area Electives/Internship: 6 credits.**

CHOICE of two electives or one elective and one internship for 6 credits total:

Major Area Electives: FM 226, FM 300, FM 321, FM 322, FM 324, FM 326, FM 328, FM 329, FM 330, FM 341, FM 362, FM 363, FM 431, FM 492, or FM 499, or BL 343

Internship: IC 497

Evening/Weekend Option:
A four-semester evening/weekend option is available for this degree program (see Curricula Overview (p. 23) or visit the FIT website at fitnyc.edu/evening_weekend). The sequence of courses is the same as that listed on this page.

NOTE: Students must have taken the following courses prior to entering the program: FM 114 and 244, MG 153, MA 222, SS 141, and TS 111.

Upon graduating from the Fashion Business Management BS program, students will be skilled in the following:

1. Business Fundamentals: Students will be able to make informed decisions utilizing current technology and business methodology to assess, analyze and solve current and predicted situations and opportunities connected to Fashion Business Management.
2. Communication: Students will be able to effectively express judgments, and propose and support innovative business decisions through coherent written and verbal skills, utilizing the proper industry terminology.
3. Globalism: Students will have the ability to assess markets, make buys, manage production, communicate business needs and identify changing supply chain scenarios in a global workplace environment.
4. Technology: Students will combine innovative thinking and technological competence to develop, assess and present business information using various sources including the Internet, secondary databases and other tools as well as proficiency in specific computer skills such as Microsoft Excel.
5. Research and Critical Thinking: Through innovative and resourceful research of primary, secondary and tertiary data, students will be able to evaluate and process information gathered to arrive at decisions which are both sound and creative and which demonstrate analytical thought.
6. Product Commercialization: Students will demonstrate in-depth knowledge of the functions of product development, the merchandising of a line, the merchandising of a department, and the supporting marketing mechanisms.
7. Retailing/ Wholesaling: Students will gain knowledge of the mechanics required for interaction between the wholesale and retail parts of the business and will be able to interact professionally with retail and wholesale executives to solidify that knowledge and make career choices.

Fashion Business Management/Florence and New York BS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 20789 HEGIS 0509

This overseas academic program leads to the bachelor's degree in Fashion Business Management. Students spend semesters 5 and 6 in Florence, and semesters 7 and 8 in New York. Students must complete IT 111 before attending FBM in Florence. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	Florence:	
	FM 226 - International Buying and Marketing (Major Area Elective)	3
	FM 321 - Workshop in Apparel Merchandising	3
	FM 361 - Leadership Development for Retailing	3
LIBERAL ARTS	HA 212 - Renaissance Art in Florence G7	3
	IT 111 - Elementary Italian (taken prior to Semester 5)	3
	IT 112 - Italian II G8	3
	SS 354 - Comparative Political Systems G9	3
Semester 6		
MAJOR AREA	Florence:	
	FM 424 - Global Merchandising	3
	FM 431 - Sales Management (Specialization)	3
LIBERAL ARTS	EN 245 - Intercultural Communication	3
	HA 205 - Italian Art in Context or IT 213 - Italian III	3
	SS 242 - Microeconomics	3
Semester 7		
MAJOR AREA	New York:	
	FM 324 - Business of Licensing (Specialization)	3
	FM 325 - Financial Assortment and Planning	3
RELATED AREA	MG 306 - Information Systems: Case Analysis	2
LIBERAL ARTS	MA 321 - Data Analysis for Business Applications or 322 - Statistics, Machine Learning, and Data Mining	3
	EN 321 - Strategies of Business Communication	3
Semester 8		
MAJOR AREA	New York:	
	FM 422 - Merchandising Strategies	3
LIBERAL ARTS	MA 300 - The Mathematics of Financial Life Management or 311 - Mathematical Modeling for Business Applications	3
	PL 300 - Business Ethics	3
	choice - see Economics*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	24
	RELATED AREA	2
	LIBERAL ARTS	36
	Total Credits:	62

Fall 2019 Requirements: see below

*** Liberal Arts: 36 credits**

- **English & Speech: 6 credits.** EN 321 and EN 245
- **Economics: 6 credits.** SS 242 and CHOICE of SS 302, SS 339, SS 343, SS 442, SS 443, SS 445 or SS 446 or any other 300- or 400-level **Economics** course
- **Foreign Language: 6 credits.** IT 111 must be taken prior to travel. Note that IT 122 or IT 213 can be taken as an optional liberal arts elective (after completion of the foreign language 6-credit requirement). TOTAL Liberal Arts Credits and General Education Summary with IT 111 is 36.
- **Liberal Arts Elective(s): 6 credits.** HA 212 and (HA 205 or IT 213)
- **Mathematics: 6 credits.** Students must complete MA 222 prior to enrolling in CHOICE of MA 321 or MA 222 in the fifth semester. CHOICE of MA 311 or MA 331 or MA 300 in sixth semester
- **Philosophy: 3 credits.** PL 300
- **Other World Civilizations: 3 credits.** SS 354, which meets General Education Other World Civilizations requirement (G9)

Specialization: 6 credits. Fashion Management Specialization: FM 431 is offered in Florence and FM 324 is offered in New York

NOTE: Students must have taken the following courses prior to entering the program: FM 114 and FM 244, MG 153, MA 222, SS 141, and TS 111

Upon graduating from the Fashion Business Management BS program, students will be skilled in the following:

1. Business Fundamentals: Students will be able to make informed decisions utilizing current technology and business methodology to assess, analyze and solve current and predicted situations and opportunities connected to Fashion Business Management.
2. Communication: Students will be able to effectively express judgments, and propose and support innovative business decisions through coherent written and verbal skills, utilizing the proper industry terminology.
3. Globalism: Students will have the ability to assess markets, make buys, manage production, communicate business needs and identify changing supply chain scenarios in a global workplace environment.
4. Technology: Students will combine innovative thinking and technological competence to develop, assess and present business information using various sources including the Internet, secondary databases and other tools as well as proficiency in specific computer skills such as Microsoft Excel.
5. Research and Critical Thinking: Through innovative and resourceful research of primary, secondary and tertiary data, students will be able to evaluate and process information gathered to arrive at decisions which are both sound and creative and which demonstrate analytical thought.
6. Product Commercialization: Students will demonstrate in-depth knowledge of the functions of product development, the merchandising of a line, the merchandising of a department, and the supporting marketing mechanisms.
7. Retailing/ Wholesaling: Students will gain knowledge of the mechanics required for interaction between the wholesale and retail parts of the business and will be able to interact professionally with retail and wholesale executives to solidify that knowledge and make career choices.

Fashion Design – Children's Wear

School of Art and Design

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

Building upon the success of the AAS studies in Fashion Design, courses in the BFA program advance in complexity as students hone their expertise in the children's wear concentration. Through applied experiential learning and the creative application and development of critical problem-solving challenges, students become adept fashion designers. Students attain a greater understanding of the fashion design process, further perfect their conceptual/technical skills, and advance in the development of a personal design aesthetic and their adaptive abilities. This program prepares graduates for success in children's wear careers, related design fields and for other careers not yet imagined. Registering for this concentration is based on availability. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design	2.5
	FF 322 - 20th Century Style for the 21st Century Aesthetic	3
	choice - see Major Area Electives**	2
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 6		
MAJOR AREA	FD 365 - Explorations in Children's Wear Design	2
	FD 366 - Fundamentals of Children's Wear Design	2
	FF 342 - Digital Children's Wear Design	2
	FF 343 - Children's Wear Design	2.5
	choice - see Major Area Electives**	2
RELATED AREA	choice - see Related Area Electives***	2
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 7		
MAJOR AREA	FD 467 - Children's Wear Niche Market	2
	FD 498 - Children's Wear Practicum	1.5
	FF 493 - Senior Portfolio: Childrenswear Design	2.5
RELATED AREA	choice - see Related Area Electives***	2
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
	choice - see Liberal Arts Requirements*	3
Semester 8		
MAJOR AREA	FD 488 - Senior Thesis: Childrenswear Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	2
RELATED AREA	choice - see Related Area Electives***	2
LIBERAL ARTS	choice - see Liberal Arts*	3
	choice - see Liberal Arts/Art History*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	36.5
	RELATED AREA	6
	LIBERAL ARTS	18
	Total Credits:	60.5

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)

****Major Area Electives: 6 credits minimum**
CHOICE of major area courses (for which prerequisites have been met) from the following: FD 231, FD 281, FD 321, FD 341, FD 342, FD 343, FD 364, FD 366, FD 374, FD 383, FD 384, FD 385, FD 386, FD 461, FD 467, FD 472, FD 475, FF 312, FF 323, FF 324, FF 343, FF 344, FF 345, FF 353, FF 398. The same course cannot be used to fulfill a required Major Area and a Major Area Elective.

*****Related Area Electives: 6 credits**
CHOICE of any two to four elective courses (for which prerequisites have been met) totaling 6 credits from the following: AC 114, BE 261, CD 123, DE 102, DE 143, EP 311, EP 321, FA 101, FA 103, FA 104, FA 105, FM 324, IC 496, IN 322, IN 443, LD 112, LD 133, LD 136, LD 143, MG 301, PH 162, TD 101, TD 183, TD 227, TD 481, TS 116, TS 368

NOTE: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Fashion Design – Intimate Apparel

School of Art and Design

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

Building upon the success of the AAS studies in Fashion Design, courses in the BFA program advance in complexity as students hone their expertise in the intimate apparel concentration. Through applied experiential learning and the creative application and development of critical problem-solving challenges, students become adept fashion designers. Students attain a greater understanding of the fashion design process, further perfect their conceptual/technical skills, and advance in the development of a personal design aesthetic and their adaptive abilities. This program prepares graduates for success in intimate apparel careers, related design fields, and other careers not yet imagined. Registering for this concentration is based on availability. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design	2.5
	FF 322 - 20th Century Style for the 21st Century Aesthetic ****	3
	choice - see Major Area Electives**	2
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 6		
MAJOR AREA	FD 342 - CAD for Fashion Design and Development or FF 345 - Advanced Digital Fashion Design ****	2
	FD 376 - Intimate Apparel Couture	3
	FF 364 - Shapewear and Foundation Design	2.5
RELATED AREA	choice - see Related Area Electives***	4
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 7		
MAJOR AREA	FD 383 - Haute Couture Embellishments	2.5
	FD 472 - Structural Design Fitting Techniques	1.5
	FD 481 - Structural Design	2.5
	FF 494 - Senior Portfolio: Intimate Apparel Design	2.5
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
	choice - see Liberal Arts*	3
Semester 8		
MAJOR AREA	FD 487 - Senior Thesis: Intimate Apparel Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	2
RELATED AREA	choice - see Related Area Electives***	2
LIBERAL ARTS	choice - see Liberal Arts*	3
	choice - see Liberal Arts/Art History*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	36.5
	RELATED AREA	6
	LIBERAL ARTS	18
	Total Credits:	60.5

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**,** **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**,** **SC** (Science), **SP** (Spanish), and **SS** (Social Science). .
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)

****Major Area Electives: 4 credit minimum.** CHOICE of major area courses (for which prerequisites have been met) from the following: FD 231, FD 281, FD 321, FD 341, FD 342, FD 343, FD 364, FD 366, FD 374, FD 383, FD 384, FD 385, FD 386, FD 461, FD 467, FD 472, FD 475, FF 312, FF 323, FF 324, FF 343, FF 344, FF 345, FF 353, FF 398. The same course cannot be used to fulfill a required Major Area and a Major Area Elective requirement.

*****Related Area Electives: 6 credits.** CHOICE of any two to four elective courses (for which prerequisites have been met) totaling 6 credits from the following: AC 114, BE 261, CD 123, DE 102, DE 143, EP 311, EP 321, FA 101, FA 103, FA 104, FA 105, FM 268, FM 324, IC 496, IN 322, IN 443, LD 112, LD 133, LD 136, LD 143, MG 301, PH 162, TD 101, TD 183, TD 227, TS 116, TS 368

Note: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

******NOTE:** FF 322 is required and may be taken in either 5th or 6th semester.
CHOICE of FD 342 or FF 345 is required and may be taken in either 5th or 6th semester.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Fashion Design – Knitwear

School of Art and Design

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

Building upon the success of the AAS studies in Fashion Design, courses in the BFA program advance in complexity as students hone their expertise in the knitwear concentration. Through applied experiential learning and the creative application and development of critical problem-solving challenges, students become adept fashion designers. Students attain a greater understanding of the fashion design process, further perfect their conceptual/technical skills, and advance in the development of a personal design aesthetic and their adaptive abilities. This program prepares graduates for success in knitwear careers, related design fields, and other careers not yet imagined. Registering for this concentration is based on availability. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design	2.5
	FF 322 - 20th Century Style for the 21st Century Aesthetic ***	3
	choice - see Major Area Electives**	2.5
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 6		
MAJOR AREA	FD 342 - CAD for Fashion Design and Development or FF 345 - Advanced Digital Fashion Design ***	2
	FD 358 - Advanced Knitwear Design: Creative Development and Execution	1.5
	FD 359 - Advanced Knitwear and Full Fashion Creative Design Development	2
	FF 353 - Advanced Knitwear Design	2.5
	choice - see Major Area Electives**	2
RELATED AREA	TS 368 - Weft Knitting Principles	2.5
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 7		
MAJOR AREA	FD 356 - Seamless Knit Design: Stoll M1	2
	FD 453 - Simulated Knitwear Design	2
	FF 495 - Senior Portfolio: Knitwear Design	2.5
RELATED AREA	TS 461 - Weft Knit Fabrication and Finishing Techniques	2.5
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
	choice - see Liberal Arts*	3
Semester 8		
MAJOR AREA	FD 489 - Senior Thesis: Knitwear Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	2
RELATED AREA	TS 491 - Senior Thesis Planning and Execution	1.5
LIBERAL ARTS	choice - see Liberal Arts/Art History	3
	choice - see Liberal Arts*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	37
	RELATED AREA	6.5
	LIBERAL ARTS	18
	Total Credits:	61.5

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**,** **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**,** **SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)

****Major Area Electives: 6 credits minimum.** CHOICE of major area courses (for which prerequisites have been met) from the following: FD 231, FD 281, FD 321, FD 341, FD 342, FD 343, FD 364, FD 366, FD 374, FD 383, FD 384, FD 385, FD 386, FD 461, FD 467, FD 472, FD 475, FF 312, FF 323, FF 324, FF 343, FF 344, FF 345, FF 353, FF 398. The same course cannot be used to fulfill a required Major Area and a Major Area Elective.

Note: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

*****NOTE:** FF 322 is required and may be taken in either 5th or 6th semester.
CHOICE of FD 342 or FF 345 is required and may be taken in either 5th or 6th semester.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Fashion Design – Special Occasion

School of Art and Design

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

Building upon the success of the AAS studies in Fashion Design, courses in the BFA program advance in complexity as students hone their expertise in the special occasion concentration. Through applied experiential learning and the creative application and development of critical problem-solving challenges, students become adept fashion designers. Students attain a greater understanding of the fashion design process, further perfect their conceptual/technical skills, and advance in the development of a personal design aesthetic and their adaptive abilities. This program prepares graduates for success in special occasion careers, related design fields, and other careers not yet imagined. Registering for this concentration is based on availability. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design	2.5
	FF 322 - 20th Century Style for the 21st Century Aesthetic ****	3
	choice - see Major Area Electives**	2
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 6		
MAJOR AREA	FD 231 - Haute Couture Sewing Techniques	2
	FD 342 - CAD for Fashion Design and Development or FF 345 - Advanced Digital Fashion Design ****	2
	FD 368 - Special Occasion Bridal Design	3
	FF 373 - Special Occasion Bridal Design	2.5
RELATED AREA	choice - see Related Area Electives***	4
LIBERAL ARTS	choice - Liberal Arts/Foreign Language*	3
Semester 7		
MAJOR AREA	FD 383 - Haute Couture Embellishments	2.5
	FD 472 - Structural Design Fitting Techniques	1.5
	FD 481 - Structural Design	2.5
	FF 496 - Senior Portfolio: Special Occasion Design	2.5
LIBERAL ARTS	choice - see Liberal Arts/Art History	3
	choice - see Liberal Arts	3
Semester 8		
MAJOR AREA	FD 486 - Senior Thesis: Special Occasion Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	2
LIBERAL ARTS	choice - see Liberal Arts/Art History	3
	choice - see Liberal Arts*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	38.5
	RELATED AREA	4
	LIBERAL ARTS	18
	Total Credits:	60.5

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**,** **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**,** **SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)

****Major Area Electives: 4 credits minimum.** CHOICE of major area courses (for which prerequisites have been met) from the following: FD 281, FD 321, FD 341, FD 342, FD 343, FD 364, FD 366, FD 374, FD 383, FD 384, FD 385, FD 386, FD 461, FD 467, FD 472, FD 475, FF 312, FF 323, FF 324, FF 343, FF 344, FF 345, FF 353, FF 398. The same course cannot be used to fulfill a required Major Area and a Major Area elective.

NOTE: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

*****Related Area Electives: 4 credits.** CHOICE of any two to four elective courses (for which prerequisites have been met) totaling 6 credits from the following: AC 114, BE 261, CD 123, DE 102, DE 143, EP 311, EP 321, FA 101, FA 103, FA 104, FA 105, FM 268, FM 324, IC 496, IN 322, IN 443, LD 112, LD 133, LD 136, LD 143, MG 301, PH 162, TD 101, TD 183, TD 227, TD 481 TS 116, TS 368

******NOTE:** FF 322 is required and may be taken in either 5th or 6th semester. CHOICE of FD 342 or FF 345 is required and may be taken in either 5th or 6th semester.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Fashion Design – Sportswear

School of Art and Design

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

Building upon the success of the AAS studies in Fashion Design, courses in the BFA program advance in complexity as students hone their expertise in the sportswear concentration. Through applied experiential learning and the creative application and development of critical problem-solving challenges, students become adept fashion designers. Students attain a greater understanding of the fashion design process, further perfect their conceptual/technical skills, and advance in the development of a personal design aesthetic and their adaptive abilities. This program prepares graduates for success in sportswear careers, related design fields, and other careers not yet imagined. Registering for this concentration is based on availability. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design	2.5
	FF 322 - 20th Century Style for the 21st Century Aesthetic ****	3
	choice - see Major Area Electives**	2
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language	3
Semester 6		
MAJOR AREA	FD 342 - CAD for Fashion Design and Development or FF 345 - Advanced Digital Fashion Design ****	2
	FD 369 - Sportswear Development Concepts	3
	FF 363 - Design Directions in R-T-W	2.5
	choice - see Major Area Electives**	2.5
RELATED AREA	choice - see Related Area electives***	2
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language	3
Semester 7		
MAJOR AREA	FD 462 - Designer Sportswear Incubator	2.5
	FF 497 - Senior Portfolio: Sportswear Design	2.5
	choice - see Major Area Electives**	2
RELATED AREA	choice - see Related Area Electives***	2
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
	choice - see Liberal Arts*	3
Semester 8		
MAJOR AREA	FD 485 - Senior Thesis: Sportswear Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	2
RELATED AREA	choice - see Related Area Electives***	2
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
	choice - see Liberal Arts*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	37
	RELATED AREA	6
	LIBERAL ARTS	18
	Total Credits:	61

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8).

****Major Area Electives: 8.5 credits minimum.** CHOICE (for which prerequisites have been met): FD 231, FD 281, FD 321, FD 341, FD 342, FD 343, FD 364, FD 366, FD 374, FD 383, FD 384, FD 385, FD 386, FD 461, FD 467, FD 472, FD 475, FF 312, FF 323, FF 324, FF 343, FF 344, FF 345, FF 353, FF 398. The same course cannot be used to fulfill a Major Area and a Major Area Elective requirement.

*****Related Area Electives: 6 credits.** CHOICE of any two to four elective courses (for which prerequisites have been met) totaling 6 credits from the following: AC 114, BE 261, CD 123, DE 102, DE 143, EP 311, EP 321, FA 101, FA 103, FA 104, FA 105, FM 268, FM 324, IC 496, IN 322, IN 443, LD 112, LD 133, LD 136, LD 143, MG 301, PH 162, TD 101, TD 183, TD 227, TD 481, TS 116, TS 368

Note: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

******NOTE:** FF 322 is required and may be taken in either 5th or 6th semester.
CHOICE of FF 345 or FD 342 is required and may be taken in either 5th or 6th semester.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Fashion Design/Milan – Knitwear

School of Art and Design

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

This overseas academic program is offered in collaboration with the Politecnico di Milano. Courses listed below include those offered in Milan. Students may attend the Milan program for one or both years. The sequence presented here represents two full years of study in Milan. Students following a year sequence in Milan should refer to the Fashion Design New York-Knitwear program: http://catalog.fitnyc.edu/undergraduate/majors/baccalaureatedegreeprograms/fashiondesignknitwear/. Equivalent course substitutions offered in Milan fulfill some related area and major area course requirements. Refer to the department's website at fitnyc.edu/fashiondesign for course and other related information. Students must complete IT 111 in the fall or spring academic semester before attending the Fashion Design Program in Milan. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 342 - CAD for Fashion Design and Development	2
	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design or MetaDesign Project part A***	2.5
	Major Area Elective or MetaDesign Project part B***	3
LIBERAL ARTS	choice - Italian or Art History*	3
Semester 6		
MAJOR AREA	FD 358 - Advanced Knitwear Design: Creative Development and Execution	1.5
	FD 359 - Advanced Knitwear and Full Fashion Creative Design Development	2
	FF 322 - 20th Century Style for the 21st Century Aesthetic	3
	FF 353 - Advanced Knitwear Design	2.5
	choice - see Major Area Electives**	1.5
RELATED AREA	TS 368 - Weft Knitting Principles	2.5
LIBERAL ARTS	choice - Italian or Art History*	3
Semester 7		
MAJOR AREA	FD 356 - Seamless Knit Design: Stoll M1	2
	FD 453 - Simulated Knitwear Design	2
	FF 495 - Senior Portfolio: Knitwear Design	2.5
RELATED AREA	TS 461 - Weft Knit Fabrication and Finishing Techniques	2.5
LIBERAL ARTS	choice - Italian or Art History*	3
	choice - see Liberal Arts*	3
Semester 8		
MAJOR AREA	FD 489 - Senior Thesis: Knitwear Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	2
RELATED AREA	TS 491 - Senior Thesis Planning and Execution	1.5
LIBERAL ARTS	choice - Italian or Art History*	3
	choice - see Liberal Arts*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	37
	RELATED AREA	6.5
	LIBERAL ARTS	18
	Total Credits:	61.5

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301, **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History), **MA** (Math), **LA** (Liberal Arts), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217, **PL** (Philosophy), **SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)

****Major Area Electives: 3.5 credits.** CHOICE of FD 386 Swimwear Design (2 cr.) , FD 341 Design with High-Tech Fabrics (1.5 cr.) , FD 475 Leather Apparel Design (2 cr.) , FF 344 Digital Design Identity (1.5 cr.) , or FD 342 CAD for Fashion Design and Development (2 cr.)

***** MetaDesign Project parts A and B: 5.5 credits.** The Meta Design Studio course at FIT in Milan addresses the learning outcomes vital for creative fashion design collection-building and merchandising a successful brand/product mix for a targeted customer group. It is taught as a true international exchange of design ideas with participation by students from FIT in Milan, the Politecnico di Milano, and Erasmus. Students conduct research independently on the brief, then must critically defend their ideas, edit, create cohesion, compile, and present their original multiple-product collection in a global collaborative team setting.

NOTE: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

FIT in Milan reserves the right to modify the order of these course offerings, or which courses are offered in Milan.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Fashion Design/Milan – Sportswear

SCHOOL OF ART AND DESIGN

Applications accepted for fall only. NYSED: 00735 HEGIS 1009

This overseas academic program is offered in collaboration with the Politecnico di Milano. Courses listed below include those offered in Milan. Students may attend the Milan program for one or both years. The sequence presented here represents two full years of study in Milan. Students following a year sequence should refer to the Fashion Design - Sportswear (p. 168) program. Equivalent course substitutions offered in Milan fulfill some related area and major area course requirements. Refer to the department's website at fitnyc.edu/fashiondesign for course and other related information. Students must complete IT 111 in the fall or spring academic semester before attending the Fashion Design program in Milan. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FD 342 - CAD for Fashion Design and Development	2
	FD 357 - Introduction to Knitwear Design	3
	FD 381 - Stretch Fundamentals	2.5
	FF 311 - Lifestyle Collection Design or MetaDesign Project part A***	2.5
	Major Area Elective or Meta Design Project part B***	3
LIBERAL ARTS	choice - Italian or Art History*	3
Semester 6		
MAJOR AREA	FD 369 - Sportswear Development Concepts	3
	FF 322 - 20th Century Style for the 21st Century Aesthetic	3
	FF 363 - Design Directions in R-T-W	2.5
	choice - see Major Area Electives**	2
RELATED AREA	MG 301 - Apparel Production: Labor Analysis or Milan Tech & Production~	2
LIBERAL ARTS	choice - Italian or Art History*	3
Semester 7		
MAJOR AREA	FD 462 - Designer Sportswear Incubator	2.5
	FF 497 - Senior Portfolio: Sportswear Design	2.5
	choice - see Major Area Electives**	2
RELATED AREA	TD 481 - Screen Printing: Scarves	2
LIBERAL ARTS	choice - Italian or Art History	3
	choice - see Liberal Arts*	3
Semester 8		
MAJOR AREA	FD 485 - Senior Thesis: Sportswear Design	3
	FF 491 - Internship	2
	choice - see Major Area Electives**	1.5
RELATED AREA	PH 162 - Photographic Styling	2
LIBERAL ARTS	choice - Italian or Art History*	3
	choice - see Liberal Arts*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	37
	RELATED AREA	6
	LIBERAL ARTS	18
	Total Credits:	61

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Liberal Arts electives: 6 credits.** Select Liberal Arts courses from the following subject areas: **CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301, **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History), **MA** (Math), **LA** (Liberal Arts), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217, **PL** (Philosophy), **SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses (p. 205)
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297)
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8)

****Major Area Electives: 5.5 credits.** CHOICE of FD 386 Swimwear Design (2 cr.) , FD 341 Design with High-Tech Fabrics (1.5 cr.) , FD 475 Leather Apparel Design (2 cr.) , FF 323 Aesthetic Exploration and Development (2.5 cr.) or FD 343 2D/3D Experimentation (2.5 cr.)

***** MetaDesign Project parts A and B: 5.5 credits.** The Meta Design Studio course at FIT in Milan addresses the learning outcomes vital for creative fashion design collection building and merchandising a successful brand/product mix for a targeted customer group. It is taught as a true international exchange of design ideas with participation by students from FIT in Milan, the Politecnico di Milano, and Erasmus. Students conduct research independently on the brief, then must critically defend their ideas, edit, create cohesion, compile, and present their original multiple product collection in a global collaborative team setting.

~ Milan Tech & Production: 2 credits. This course may be used as a substitute for MG 301 Apparel Production: Labor Analysis (2 cr.)

NOTE: The assortment of Major Area Elective and Related Area Elective courses available and offered during a given semester is subject to change. All courses will not be available or offered each semester. The list of course options may evolve over time; contact the Fashion Design Department for details.

FIT in Milan reserves the right to modify the order of course offerings, or which courses are offered in Milan.

Students who successfully complete the Fashion Design BFA program will be able to:

1. Create global design products utilizing their advanced knowledge of new technology and traditional craft.
2. Identify problems, anticipate challenges, and envision solutions in existing fashion systems.
3. Understand and incorporate sustainability decisions into their design aesthetics and creativity.
4. Collaborate across disciplines as a team leader, effective team member, and innovative design thinker.
5. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Film and Media BS Degree Program

School of Liberal Arts

Applications accepted for fall only. NYSED: 35959 HEGIS 1010

The major in Film and Media prepares students for careers in industries dependent on the moving image, including feature films, cable and broadcast television, digital media and advertising, industrial films, and the creation of visual content for new media delivery systems. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FI 321 - Film Theory and Criticism, An Introduction	3
	FI 356 - Screenwriting II	3
	FI 361 - Third-Year Production I	3
	choice - see Major/Related Electives**	3
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
Semester 6		
MAJOR AREA	FI 362 - Third-Year Production II	3
	choice - see Film Genres	3
	choice - see Major/Related Electives**	3
LIBERAL ARTS	choice - see Liberal Arts/Foreign Language*	3
INTERNSHIP	IC 497 - Senior Internship C: Career Planning	3
Semester 7		
MAJOR AREA	FI 461 - Senior Production I	3
	choice - see National Cinemas	3
	choice - see Major/Related Electives**	3
LIBERAL ARTS	choice - Other World Civilization	3
	choice - see Liberal Arts Electives*	3
Semester 8		
MAJOR AREA	FI 462 - Fourth-Year Production II	3
	choice - see Major Directors	3
	choice - see Major/Related Electives**	3
LIBERAL ARTS	choice - see Liberal Arts Electives*	6
TOTAL CREDIT REQUIREMENTS		
	INTERNSHIP	3
	MAJOR AREA	39
	LIBERAL ARTS	18
	Total Credits:	60

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **Other World Civilizations: 3 credits.** Choice of any course that meets the General Education Other World Civilizations requirement (G9)
- **Liberal Arts Electives: 9 credits.** Choice of three 3-credit courses in liberal arts that are not Film and Media courses: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**,** **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**,** **SC** (Science), **SP** (Spanish), and **SS** (Social Science).

Courses Fulfilling the Major Requirement in Genre, National Cinema, and Director Categories: 9 credits. Choice of one 3-credit course from each of the following areas:

Film Genres: FI 204, FI 224, FI 234, FI 324, FI 331, FI 332, FI 333, FI 334, FI 335

National Cinemas: FI 225, FI 241, FI 244, FI 245, FI 246, FI 341, FI 342, FI 343

Major Directors: FI 320, FI 322, FI 325, FI 326

****** Major/Related Electives: 12 credits. CHOICE of FI or related electives not previously taken: EN 301, FI 201, FI 202, FI 203, FI 204, FI 205, FI 220, FI 223, FI 224, FI 225 FI 234, FI 241, FI 242, FI 243, FI 244,FI 245, FI 246, FI 262, FI 271, FI 272, FI 273, FI 300, FI 319, FI 320, FI 322, FI 323, FI 324, FI 325, FI 326, FI 327, FI 328, FI 331, FI 332, FI 333, FI 334, FI 335, FI 341, FI 342, FI 343, FI 400, HA 243, or SS 378

Upon graduating from the Film and Media BS program, students will be able to:

1. Develop complex argumentative strategies for long-form documentary films.
2. Write scholarly essays on films, filmmakers, or industry practices that employ important theoretical concepts of Film and Media studies.
3. Speak with informed confidence about the cinema history and cinema culture of at least one country or region in addition to the U.S.
4. Create long-form screenplays that conform to industry standards for format and story structure.
5. Apply special expertise in sound design, post-production digital techniques, costuming, performance, etc. to any film project.
6. Produce 10-30 minute films of professional quality in various genres.

Fine Arts BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 27871 HEGIS 1001

The major in Fine Arts provides students with the knowledge and skills needed to develop their artistic talent as painters, sculptors, and printmakers. It also enables them to assume a variety of positions in the art world, such as art handlers, experts in art transportation and installation, and preparators in gallery and museum settings. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	FA 341 - Drawing Workshop/Experimental Drawing	1.5
	FA 351 - Painting V: Contemporary Concepts	3
	FA 361 - Sculpture III: Advanced Traditional Materials	3
	FA 371 - Printmaking III: Advanced Works on Paper	2
RELATED AREA	CG 211 - Computer-Assisted Design	2
LIBERAL ARTS	HA 331 - Contemporary Art and Culture: 1945 to the Present	3
	choice - see Liberal Arts/Foreign Language* G8	3
Semester 6		
MAJOR AREA	FA 352 - Painting VI: Sources of Painted Imagery	3
	FA 363 - Sculpture: Casting as a Creative Medium	3
	FA 471 - Advanced Experimental Printmaking	2
RELATED AREA	CG 214 - Web Page Construction or 311 - 2D Computer Image Generation	1.5-2
LIBERAL ARTS	HA 411 - Western Theories of Art	3
	choice - see Liberal Arts/Foreign Language*	3
Semester 7		
MAJOR AREA	FA 441 - Experimental Drawing II	1.5
	FA 451 - Painting VII: Development of Personal Aesthetics	3
	FA 462 - Sculpture: New Materials	3
RELATED AREA	choice - see Related Area Elective**	3
LIBERAL ARTS	choice - see History of Art*	3
Semester 8		
MAJOR AREA	FA 411 - Interdisciplinary Media	1.5
	FA 491 - Senior Project Thesis: Painting or 492 - Senior Project Thesis: Sculpture	3
RELATED AREA	IC 496 - Senior Internship B: Career Planning	2
	BE 403 - The Artist in the Marketplace	3
LIBERAL ARTS	choice - see Liberal Arts Elective*	3
	choice - see Liberal Arts/Writing Elective*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	29.5
	RELATED AREA	11.5-12
	LIBERAL ARTS	21
	Total Credits:	62-62.5

Fall 2019 Requirements: see below

*** Liberal Arts: 21 credits**

- **Liberal Arts Elective: 3 credits**. Select a Liberal Arts course (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **Art History choice: 9 credits**. HA 331 Contemporary Art and Culture: 1945 to the Present (3 cr.), HA 411 Western Theories of Art (3 cr.), and choice of one (1) HA course that meets the General Education Other World Civilizations requirement (G9). See the full list of Art/Design History courses under HA: History of Art and Civilization.
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8).
- **Writing Elective: 3 credits.** CHOICE of FI 256, EN 321, EN 361, EN 362, EN 363, or EN 364

****Related Area Elective: 3 credits.** CHOICE of TD 101 or 227, or IL 133

Students who successfully complete the Fine Arts BFA program will be able to:

1. Conceive, conceptualize, and execute independent working processes into a cohesive body of work (thesis exhibition).
2. Articulate and communicate visual ideas through coherent written and verbal presentations.
3. Utilize critical and analytical skills through written assignments and class critiques.
4. Synthesize and utilize knowledge and skills gained from the Fine Arts curriculum, art history, digital technology, and cross-disciplinary research, into clear visual communication.
5. Identify career options and gain professional experience in the workplace.
6. Gain career building skills and will be able to position his/her own work in the marketplace.

Graphic Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 24515 HEGIS 1009

The Graphic Design major provides students with the knowledge and skills necessary to assume entry-level design positions in fashion, retailing, publishing, nonprofit organizations, and innovative design firms. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	GD 331 - Typography and Language	2
	GD 332 - Design in Cultural Context	3
	GD 345 - Core Studio I: Design and Methodology	3
RELATED AREA	CT 321 - Print and Digital Production	2
	CT 371 - Introduction to Kinetic Typography	3
LIBERAL ARTS	choice - see Requirements*	3
	choice - see Requirements/Art History*	3
Semester 6		
MAJOR AREA	GD 333 - Typeface Design	2
	GD 346 - Core Studio II: Design and Culture	3
	choice - see Requirements/Major Area Electives**	2
RELATED AREA	CT 341 - Design for Web-based User Interface	3
LIBERAL ARTS	choice - see Requirements*	3
	choice - see Requirements*	3
Semester 7		
MAJOR AREA	GD 444 - Core Studio III: Design and Innovation	3
	GD 461 - Professional Preparation	2
	GD 491 - Senior Thesis Research	3
	choice - see Requirements/Major Area Electives**	2
RELATED AREA	choice - see Requirements/Related Area Electives***	2
LIBERAL ARTS	choice - see Requirements*	3
Semester 8		
MAJOR AREA	GD 492 - Senior Thesis Project	3
	GD 493 - Internship	4
LIBERAL ARTS	choice - see Requirements*	3
GENERAL ELECTIVE(S)	choice of General Elective(s)	2
TOTAL CREDIT REQUIREMENTS		
	GENERAL ELECTIVE(S)	2
	MAJOR AREA	32
	RELATED AREA	10
	LIBERAL ARTS	18
	Total Credits:	62

Fall 2019 Requirements: see below

*** Liberal Arts: 18 credits**

- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Liberal Arts electives: 12 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

****Major Area Electives: 4 credits**
Choose from GD 334, GD 335, GD 347, or GD 361

*****Related Area Electives: 2 credits**
CHOICE of any one or two elective course(s) in Art and Design (for which prerequisites have been met) totaling 2 credits

Upon graduating from the Graphic Design BFA program, students will be able to:

1. Design with typography as a primary element in graphic design.
2. Execute innovative typographic solutions that transcend cultural trends.
3. Implement professional presentation techniques (including verbal and visual) and apply them when needed.
4. Discuss and explain current design issues.
5. Create a professional portfolio that demonstrates problem-solving expertise (including advanced typography, creative concepts, and innovative solutions necessary for an entry-level design position at leading graphic design firm).
6. Create original work which meets professional industry standards.
7. Analyze industry trends and adapt to evolving design challenges.

Home Products Development BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 20464 HEGIS 0509

The Home Products Development major offers students a thorough understanding of the relationship between fashion and business in the home products industries. Students master the components of the product development process, teamwork, communication skills, and interaction with the industry, all of which prepare them to become successful product developers, marketers, and merchandisers. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	HP 313 - Manufacturing and Marketing of Home Products Hard Lines I	3
	HP 315 - Textile Applications: Home Products	2.5
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	HA 345 - History of Industrial Design (G7)	3
	choice - Liberal Arts elective*	3
Semester 6		
MAJOR AREA	HP 314 - Manufacturing and Marketing of Home Products Hard Lines II	3
	HP 322 - Home Products Brand Management	3
RELATED AREA	choice - Related Area elective	1.5-3
LIBERAL ARTS	SS 242 - Microeconomics (G4)	3
	choice - Liberal Arts elective*	3
	choice - Liberal Arts elective*	3
Semester 7		
MAJOR AREA	HP 421 - Strategic Product Management	3
	HP 491 - Home Products Design and Development Process	3
RELATED AREA	CM 401 - Environmental Fragrances for Non-CFM Majors	2
LIBERAL ARTS	choice - Liberal Arts elective*	3
	choice - Liberal Arts elective*	3
	choice - Liberal Arts elective*	3
Semester 8		
MAJOR AREA	HP 432 - Home Products Analytical Strategies	3
	HP 492 - Home Products Senior Project	2
LIBERAL ARTS	choice - Liberal Arts elective*	3
	choice - Liberal Arts elective*	3
	choice - Liberal Arts elective*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	22.5
	RELATED AREA	3.5-5
	LIBERAL ARTS	36
	Total Credits:	62-63.5

Fall 2019 Requirements: see below

Liberal Arts: 9 credits
EN 321 Strategies of Business Communication (3 cr.),

HA 345 History of Industrial Design (3 cr.) meets SUNY (G7)

SS 242 Microeconomics (3 cr.) meets General Education Social Sciences requirement (G4). The prerequisite of SS 141 Macroeconomics must be taken prior to registering for SS 242

*** Liberal Arts Electives: 27 credits**
See General Education for details: **At least 2 different liberal arts courses from 2 different areas required in AAS or BS**: G5-Western Civilization, G6-Arts, G8-Foreign Language, G9-Other World Civilizations, G10-American History. Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

****Related Area Elective: 1.5-3 credits**
CHOICE of any of the following (for which prerequisites have been met): Advertising and Marketing Communications: AC 111, 114, 262, 272, Business Enterprise: BE 261, Communication Design Foundation: CD 223, 234, Computer Graphics: CG 121, 211, 212, Direct and Interactive Marketing: DM 211, Design Division Studies (DD): any course, Entrepreneurship: EP 311, 360, 361, Fashion Business Management: FM 328, 330, International Trade & Marketing (IN): any course, Internship: IC 496, IC 497, Packaging Design: PK 211, 212, 301, Production Management: MG 132, 153, 234, Textile Design: TD 111, 112, 113, 114, 115, 212, 224, Textile Science: TS 215, Textile Technology: TT 247, 261, 313, 343 .

NOTE: Students must have taken the following courses prior to entering the program: 1) A fundamentals of textiles course. If not taken, then either TS 111, or TS 115/TS 015, or TS 122, or TS 132 will satisfy this requirement; and 2) SS 141.

Upon graduating from the Home Products Development BS program, students will be skilled in the following:

1. Professional & Corporate Responsibility: Students will demonstrate the ability to make ethically responsible corporate decisions in a changing business environment.
2. Product knowledge: Students will demonstrate in-depth knowledge or all aspects of product development for both hard goods and textiles through direct industry and manufacturer contact regarding industry processes and business mechanics.
3. Business Fundamentals: Students will make informed decisions utilizing current technology and business methodology to assess, analyze and solve potential opportunities connected to the Home Products industry.
4. Technology: Students will combine innovative thinking and technological competence to develop, assess and present business information using a variety of resources.
5. Research & Critical Decision Making: Through innovative research using primary, secondary and tertiary data, students will be able to evaluate and process information, then use it to make informed decisions.
6. Globalism: Students will assess global production markets and operate with changing supply chain opportunities.
7. Communication: Students will produce effective written, visual and oral communication channels for the digital and traditional avenues which meet professional criteria and exhibit and standard of excellence.

Illustration BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 83464 HEGIS 1009

The major in Illustration enables students to deepen their artistic talent as freelance illustrators and to prepare them for positions as illustrators, digital artists, graphic designers, art directors, animators, muralists, scenery painters, storyboard artists, advertising comp artists, and fashion sketchers. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	IL 325 - Digital Illustration Techniques	3
	IL 326 - Traditional Painting Media: Methods and Materials	3
	IL 362 - The Illustrator's Heritage I	3
	IL 377 - Book Illustration	3
RELATED AREA	choice - Related Area Elective	1.5
LIBERAL ARTS	choice - General Education	3
Semester 6		
MAJOR AREA	IL 306 - Visual Storytelling for Evolving Media I	3
	IL 364 - The Illustrator's Heritage II	3
	IL 379 - Illustrating the Written Word or 378 - Stylistic Illustration	3
RELATED AREA	CG 213 - 2D Computer Animation	2
LIBERAL ARTS	choice - Liberal Arts/ General Education	3
Semester 7		
MAJOR AREA	IL 405 - Visual Storytelling for Evolving Media II or 484 - Advanced Color Rendering I	3
	IL 461 - Illustration Workshop	3
	IL 491 - Mentor/Specialization Projects I	3
RELATED AREA	choice - Related Area Elective	2
LIBERAL ARTS	choice - Liberal Arts	3
	choice - Liberal Arts	3
Semester 8		
MAJOR AREA	IL 473 - Advanced Visual Story Studio or 485 - Advanced Color Rendering II	3
	IL 493 - Illustration Portfolio Thesis	3
RELATED AREA	BE 402 - The Business of Illustration	1
	choice - Related Area Elective	2
	choice - Related Area Elective	2
LIBERAL ARTS	choice - Liberal Arts	3
ELECTIVE	choice - General Elective	1.5
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	36
	RELATED AREA	10.5
	LIBERAL ARTS	15
	ELECTIVE	1.5
	Total Credits:	63

Fall 2019 Requirements: see below

*** Liberal Arts: 15 credits**

- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Liberal Arts electives: 9 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **Related Area Electives: 7.5 credits.** CHOICE of any elective courses for which prerequisites have been met in Accessories Design (LD), Advertising Design (AD), Communication Design (CD), Computer Animation and Interactive Media (CG), Creative Technologies (CT), Entrepreneurship (EP), Fabric Styling (FS), Fashion Design (FD), FI 261, Fine Arts (FA), Graphic Design (GD), Interior Design (ID), Jewelry Design (JD), Menswear (MW), Packaging Design (PK), Photography (PH), Textile/Surface Design (TD), Toy Design (TY), Visual Presentation and Exhibition Design (VP).

Upon graduating from the Illustration BFA program, students will be able to:

1. Demonstrate a personal illustration style and technique that uses both traditional and digital skills and incorporates acquired knowledge, experience, judgment, and unique aesthetic vision.
2. Expand a visual vocabulary into personal visual expression and communication applications.
3. Think critically, solve problems creatively, and produce portfolios of industry-oriented artwork.
4. Fuse advanced illustration art, technology, entrepreneurial, and oral presentation skills in preparation for industry.
5. Employ computer technology as a means of personal expression, as well as professional research and promotional applications, including the development of illustrators' websites.
6. Demonstrate professionalism and creative habits and discipline as means of self- improvement and commercial success.
7. Incorporate knowledge of art and illustration history, world history, social sciences, and other liberal arts subjects in producing effective illustrations.

Interior Design BFA Degree Program

School of Art and Design

Applications accepted for fall and spring. NYSED: 00670 HEGIS 1009

The major in Interior Design prepares students for careers as interior designers and consultants in industries such as manufacturing, furniture production, showroom design, retailing, real estate, and facilities management. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	ID 315 - Interior Design Studio V	4
	ID 347 - Lighting Design	2
	ID 381 - Design Technology III	4
RELATED AREA	choice - Related Area Elective	3
LIBERAL ARTS	choice - see Liberal Arts	3
Semester 6		
MAJOR AREA	ID 316 - Interior Design Studio VI	4
	ID 324 - History, Theory Criticism III	2
	ID 382 - Design Technology IV	4
LIBERAL ARTS	EN 323 - Specialized Writing and Thesis Preparation	3
	choice - see Art History*	3
Semester 7		
MAJOR AREA	ID 413 - Interior Design Studio VII	4
	ID 496 - Senior Thesis Design Project: Programming	3
RELATED AREA	choice - Related Area	3
LIBERAL ARTS	choice - see Art History (G9)*	3
ELECTIVE	choice - General Elective	2
Semester 8		
MAJOR AREA	ID 462 - Professional Practice II/Internship	3
	ID 498 - Senior Thesis Design Project	4
RELATED AREA	choice - Related Area Elective	3
LIBERAL ARTS	choice - see American History (G10)*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	34
	RELATED AREA	9
	LIBERAL ARTS	15
	ELECTIVE	2
	Total Credits:	60

Fall 2019 Requirements: see below

*** Liberal Arts: 15 credits**

- **Liberal Arts electives: 6 credits**. Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **CH** (Chinese), **EN** (English), **FI** (Film and Media) - any FI course other than FI 261, 361, 362, 461, and 462, FR (French), HA (History of Art), HE (Health Education) 201, 301, IT (Italian), JA (Japanese), MU (Music), HI (History), MA (Math), LA (Liberal Arts), MC (Modern Languages and Cultures), PE (Physical Education and Dance) 215, 216, 217, **PL** (Philosophy), **SC** (Science), **SP** (Spanish), and **SS** (Social Sciences). See Liberal Arts Courses
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization.
- **English and Speech: 3 credits.** EN 323

****Related Area Elective: 9 credits.** CHOICE of electives for which prerequisites have been met in any department within the School of Art and Design other than Interior Design, or within the following departments in the School of Business and Technology: Advertising and Marketing Communications, Home Products Development, Business Enterprise, or Business Law.

Upon graduating from the Interior Design BFA program, students will demonstrate:

1. Global perspective for design that assures that their future decisions are developed within the parameters of ecological, socio-economic, and cultural contexts.
2. Understanding of behavioral science and human factors.
3. Knowledge of all aspects of the design process, that enables them to identify and explore complex problems and generate creative solutions that support human behavior within the interior environment.
4. Ability to engage in multi-disciplinary collaborations and consensus building.
5. Ability to effectively communicate using a variety of communication techniques and technologies appropriate to a range of purposes and audiences.
6. Understanding and commitment to ethical and accepted standards of professional practice, professional development and industry, the value of their contributions to the built environment.
7. Knowledge of interiors, architecture, art, and the decorative arts historical and cultural contexts.
8. Ability to apply elements and principles of two- and three-dimensional design, and color principles and theories.
9. Ability to select and specify furniture, fixtures, equipment, and finish materials for interior spaces.
10. Knowledge of the principles of lighting, acoustics, thermal comfort, and indoor air quality to enhance the health, safety, welfare, and performance of the occupants.
11. Knowledge of interior construction and building systems.
12. Ability to use laws, codes, standards, and guidelines that impact the design of interior spaces.

International Trade and Marketing for the Fashion Industries BS Degree Program

School of Business and Technology

Applications accepted for fall and spring. NYSED: 20268 HEGIS 0509

The major in International Trade and Marketing prepares students for management positions in international trade and global fashion companies. Graduates pursue careers in global marketing, management, logistics, sourcing, compliance, customs, and licensing. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	IN 312 - International Trade	3
	IN 313 - International Business Transactions	3
LIBERAL ARTS	MA 222 - Statistical Analysis*	3
	choice - Liberal Arts - see English*	3
	choice - Liberal Arts elective *	3
Semester 6		
MAJOR AREA	IN 322 - Global Marketing	3
	IN 323 - Import/Export Regulations	3
	choice see Major Area Electives**	3
LIBERAL ARTS	MA 311 - Mathematical Modeling for Business Applications *	3
	SS 242 - Microeconomics	3
	choice - Liberal Arts Elective*	3
Semester 7		
MAJOR AREA	IN 433 - Global Sourcing	3
	choice - see Major Area Electives**	3
LIBERAL ARTS	choice - see Economics minor courses*	3
	choice - see Liberal Arts elective *	3
	choice - see Foreign Language*	3
Semester 8		
MAJOR AREA	IC 496 - Senior Internship B: Career Planning or IN 492 - International Trade Practicum or Major Area Elective **	2-3
	choice - see Major Area elective**	3
LIBERAL ARTS	choice - see Liberal Arts elective *	3
	choice - see Liberal Arts elective *	3
	choice - see Liberal Arts elective *	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	26-27
	LIBERAL ARTS	36
	Total Credits:	62-63

Fall 2019 Requirements: see below

*** Liberal Arts: 36 credits**

- **Liberal Arts electives: 18 credits**. Select Liberal Arts courses from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).
- **English: 3 credits.** Choose from any 200- or 300-level English course
- **Foreign Language: 3 credits.** Choose any Foreign Language (G8) course.
- **Mathematics**: **6 credits**. Mathematics Proficiency must be completed prior to enrolling in MA 222 and MA 311
- **Economics: 6 credits.** SS 242 and select one (1) course: SS 244, SS 339, SS 343, SS 345, SS 391, SS 394, SS 442, SS 443, SS 445, SS 446 or any other course designated for the Economics Minor See fitnyc.edu/liberal-arts/minors/.

****Major Area Electives/Practicum/Internship: 11 - 12 credits.** CHOICE of four: IN 320, 324, 341, 342, 423, 424, 434, 441, 442, or 443 or choice of Internship IC 496 or Practicum IN 492

Evening/Weekend Option:
A four-semester evening/weekend option is available for this degree program (see Curricula (p. 23) Overview (p. 23) or visit the FIT website at fitnyc.edu/evening_weekend). The sequence of courses is the same as that listed on this page.

Online Degree Option:
The two-year online degree is designed to give students flexibility in earning a Bachelor of Science degree (see Online Degree Programs for additional information).
**** NOTE:** Students must have taken the following course prior to entering the program: SS 141.

Upon graduating from the International Trade and Marketing BS program, students will be skilled in the following:

1. Professionalism/Ethics: Students will cite their sources of information in order to submit assignments for ethical assessment.
2. Decision Making: Students will solve international trade and marketing business challenges and make decisions in the best interest of companies and stakeholders in the global fashion and creative sectors.
3. Communication: Students will communicate effectively through accepted business practices associated with the fashion and creative industries.
4. Technology: Students will use technology to complement and present their knowledge and ideas in the global fashion and creative business environment.
5. Critical Thinking: Students will gather, analyze, differentiate, and evaluate information to make sound decisions related to key management issues.
6. Global Perspective: Students will apply knowledge of the political, legal, ethical, cultural, quality assurance, transportation, technological, and customs issues as well as implement strategies associated with global trade and marketing.
7. Management/Teamwork: Students will work independently and in teams, using leadership and interpersonal skills to complete projects and other assessment methods according to relevant business practices.

Packaging Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00669 HEGIS 1009

The major in Packaging Design prepares students for careers as packaging designers global brand packaging design industry, in positions ranging from designer to creative director in brand design agencies to in-house corporate design departments. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	PK 317 - Packaging Design Process	3
	PK 318 - Packaging Design Studio I	3
	PK 325 - Typography for Brand Packaging	2
	PK 341 - Computer Graphics for Packaging Design	2
LIBERAL ARTS	choice - see Art History (G9)*	3
	choice - see EN choices*	3
Semester 6		
MAJOR AREA	PK 319 - Packaging Design Studio II	3
	PK 342 - Advanced Computer Graphics for Packaging Design	2
	PK 343 - Explorations in 3D for Packaging Design	2
	PK 354 - Packaging Design Strategy	3
RELATED AREA	choice - see Related Area Electives**	2
LIBERAL ARTS	choice - see Requirements*	3
Semester 7		
MAJOR AREA	PK 315 - Digital Prepress for Packaging Design	2
	PK 418 - Packaging Design Studio III	3
	PK 431 - Sustainable Packaging Design	2
	PK 463 - Packaging Design for Professional Practice	3
RELATED AREA	choice - see Related Area Electives**	2
LIBERAL ARTS	choice - see Art History*	3
Semester 8		
MAJOR AREA	PK 491 - Internship	3
	PK 427 - Packaging Design Portfolio Preparation	3
RELATED AREA	choice - see Related Area Elective**	2
LIBERAL ARTS	choice - see Requirements*	6
ELECTIVE	choice - General Elective	2
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	36
	RELATED AREA	6
	LIBERAL ARTS	18
	ELECTIVE	2
	Total Credits:	62

Fall 2019 Requirements: see below

***Liberal Arts and Art History: 18 credits**

- **English: 3 credits.** CHOICE of EN 266, EN 322, EN 325, EN 361, EN 362, EN 363, or EN 364
- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/ Design History courses under HA: History of Art and Civilization (p. 297).
- **Liberal Arts electives: 9 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 362, 461, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

****Related Area Electives: 6 credits**
CHOICE of elective courses (for which prerequisites have been met) totaling 6 credits in Advertising Design (AD), Advertising and Marketing Communications (AC), Animation, Interactive Media & Game Design (CG), Creative Technologies (CT), Graphic Design (GD), Illustration (IL), Interior Design (ID), Photography (PH), Toy Design (TY), and Visual Presentation and Exhibition Design (DE and VP).

Upon completion of the Packaging Design BFA Program, students will be able to:

1. Employ research and problem-solving methodology that apply analytical, critical, and strategic thinking skills.
2. Utilize a design process that takes into consideration packaging design principles, innovation, creativity, and sustainability.
3. Apply advanced design and technological abilities.
4. Create design solutions that exemplify packaging design effectiveness in diverse consumer brand platforms.
5. Apply oral and written abilities across all aspects of brand communication (presentation, portfolio and design projects) and business communications.

Photography and Related Media BFA Degree Program

SCHOOL OF ART AND DESIGN

Applications accepted for fall only. NYSED: 30267 HEGIS 1011

The major in Photography and Related Media provides students with the knowledge and skills necessary to develop their abilities as freelance photographers, and to prepare them for a variety of positions within the photography industry and related fields. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	PH 352 - Photographic Concepts and Exhibition	3
	PH 373 - Digital Production Strategies	2
RELATED AREA	choice - Related Area Elective	2
	choice - Related Area Elective	2
LIBERAL ARTS	HA 333 - Contemporary Photography and New Media	3
	choice - see requirements*	3
ELECTIVE	choice - General Elective	1.5
Semester 6		
MAJOR AREA	PH 353 - New Documentary Practices	2
	PH 374 - Multimedia Workshop	3
RELATED AREA	CG 251 - Digital Editing for Film and Video	2
	CT 331 - Media Integration for Photo and Video	2
LIBERAL ARTS	choice - see requirements*	3
	EN 323 - Specialized Writing and Thesis Preparation	3
Semester 7		
MAJOR AREA	PH 472 - Advanced Photography and Video Workshop	3
	PH 493 - Senior Photography Seminar	4
RELATED AREA	choice - Related Area Elective	2
LIBERAL ARTS	choice - see requirements*	3
	HA choice - see other World Civilizations G9*	3
Semester 8		
MAJOR AREA	PH 494 - Senior Photography Seminar II	4
RELATED AREA	IC 496 - Senior Internship B: Career Planning, 497 - Senior Internship C: Career Planning, or 498 - Senior Internship D: Career Planning	2-4
	CT 432 - Self Promotion and Digital Portfolio	2
LIBERAL ARTS	choice - see requirements*	3
	choice - see requirements*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	21
	RELATED AREA	14-16
	LIBERAL ARTS	21
	ELECTIVE	1.5
	Total Credits:	60.5-62.5

Fall 2019 Requirements: see below

***Liberal Arts: 24 credits**

- **History of Art: 6 credits.** HA 333 and CHOICE of any HA course that meets the General Education Other World Civilizations requirement (G9)
- **English and Speech: 3 credits.** EN 323
- **Liberal Arts electives: 15 credits:** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 362, 461, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301, **IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science). See Liberal Arts Courses (p. 205)
- **Related Area electives: 6 credits.** Students may take any available course in the following departments: Accessories Design, Advertising & Digital Design, Advertising and Marketing Communications, Communication Design, Computer Graphics, Creative Technologies, Entrepreneurship, Fabric Styling, Fashion Design, FI 261, Fine Arts, Graphic Design, Home Products Development, Illustration, Interior Design, Jewelry Design, Menswear, Packaging Design, Textile/Surface Design, Toy Design, and Visual Presentation and Exhibition Design.

NOTE: Students are encouraged to pursue academic minors.

Upon graduating from the BFA program, students will have a well-rounded education and will have achieved among others, the following outcomes:

1. Recognize, analyze, and adapt contemporary themes in art and photography.
2. Produce a cohesive group of photographs that demonstrate aesthetic and conceptual development.
3. Create and maintain a web presence for distributing, promoting, and developing visual art work.
4. Utilize image capture and compositing techniques to produce photographs in that effectively communicate specific concepts and themes.
5. Create time-based multimedia/video projects.
6. Develop and execute a production strategy and schedule for a long-term photography project.
7. Discuss and write about a body of work in the context of contemporary and historical art and photography.
8. Conceive of and execute an exhibition of a specific body of work.

Production Management: Fashion and Related Industries BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 00564 HEGIS 0599

The major in Production Management: Fashion and Related Industries offers students the opportunity to prepare for careers as managers of the production process within the global marketplace in fashion and fashion-related industries. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	MG 306 - Information Systems: Case Analysis	2
	MG 311 - Manufacturing I: Equipment Analysis	3
LIBERAL ARTS	choice - see Foreign Language* G8	3
	EN 321 - Strategies of Business Communication	3
	MA 213 - Quantitative Methods*	3
Semester 6		
MAJOR AREA	MG 312 - Manufacturing II: Process Analysis	3
	MG 313 - Cutting Room Processes	3
LIBERAL ARTS	SC 032 - Color Science Laboratory	1
	SC 332 - Color and Light	3
	choice - see Foreign Language*	3
	choice - see Social Sciences*	3
Semester 7		
MAJOR AREA	MG 411 - Manufacturing Facilities Management	3
	MG 442 - Product Costing	3
RELATED AREA	TT 055 - Total Quality Management for Textile Products Laboratory	1.5
	TT 455 - Total Quality Management for Textile Products	1
LIBERAL ARTS	choice - see Other World Civilizations	3
	choice - see Social Sciences	6
Semester 8		
MAJOR AREA	IC 497 - Senior Internship C: Career Planning	3
	MG 432 - Strategy, Policy, and Decision Making	3
RELATED AREA	TS 367 - Knit Fabrics and Machinery	3
LIBERAL ARTS	PL 211 - Informal Logic: A Guide to Clear Thinking	3
	choice - see American History	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	23
	RELATED AREA	5.5
	LIBERAL ARTS	34
	Total Credits:	62.5

Fall 2019 Requirements: see below

*** Liberal Arts: 34 credits****

- **American History: 3 credits.** CHOICE of EN 271 or 272, or HI 202 or 392
- **English: 3 credits.** EN 321
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **Mathematics: 3 credits.** Mathematics Proficiency must be completed prior to enrolling in MA 213
- **Other World Civilizations: 3 credits.** CHOICE of SS 151, 353, 354, or 356
- **Social Sciences: 9 credits.** SS 141, SS 237, and SS 242. If these courses have been taken previously, students must substitute another liberal arts course(s). See Liberal Arts Courses (p. 205).
- **Philosophy: 3 credits.** PL 211
- **Science: 4 credits.** SC 032 and SC 332

******60 credits total in liberal arts are required to earn a BS. Students who transferred into Production Management from another major or from another college may need to take additional liberal art credits to earn 60 total.

NOTE: Students must have taken the following courses prior to entering the program: MG 114, 132, 153, 234, 242, TS 111, SS 131 and SS 141.

Upon graduating from the Production Management BS program, students will be skilled in the following:

1. Retail/Wholesaling: Students will learn the facility for researching and relating external information to the decisions required on plans, policies, strategies, and procedures for a particular company.
2. Production Commercialization: Students will develop a business plan for a small business and to prepare operational plans for a large business.
3. Business Fundamentals: Students will demonstrate the ability to create a complete financial plan, including master budget, sales, forecast, purchase budget, operating expense budget, cash and capital budget, projected operating statements, and proforma balance sheets.
4. Technology: Students will articulate the intricacies of facilities design as they are made to consider material flow design, systems design, space allocations, auxiliary services, and storage facilities in their plant layout.
5. Research & Critical Thinking: Students will plan and analyze flow techniques, create an operation process chart, place equipment while considering the intricacies of material handling between the various operations of the plant.
6. Globalism: Students will create the necessary “paper trail” to track the legal documents required to process raw materials and the analysis of the legal aspects and restrictions applicable to the purchasing of raw materials; these include the study of warranties and the transfer of title.
7. Communication: Students will learn the process of supply chain management from a manufacturer’s perspective of global sourcing, vender evaluation, quality assurance, materials resource planning, inventory control, budget considerations.

Technical Design BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 32621 HEGIS 1009

The major in Technical Design prepares students for entry into the apparel industry, provides a solid foundation for complex technical design competencies, deepens students' problem-solving and critical thinking abilities, and facilitates the development of professional practices, interpersonal skills, and personal abilities that equip students for advancement in the evolving garment industry. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	TC 311 - Production Pattern Development I	2
	TC 321 - Computerized Pattern Development	2
RELATED AREA	MG 314 - Manufacturing Process Analysis	2
	TS 301 - Advanced Textiles for Technical Design	2.5
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	MA 311 - Mathematical Modeling for Business Applications	3
	SS 131 - General Psychology *	3
Semester 6		
MAJOR AREA	TC 312 - Production Pattern Development II	2
	TC 322 - Computerized Grading, Marking, and Specs	3
	TC 341 - Technical Design: Wovens	2
LIBERAL ARTS	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
	SC 147 - The Forensics of Fiber Analysis or 332 - Color and Light and SC 032 Color Science Laboratory	3
	SS 171 - Introductory Sociology *	3
Semester 7		
MAJOR AREA	TC 421 - Computerized Pattern and Fit Corrections	2
	TC 441 - Technical Design II: Stretch	2
RELATED AREA	IC 496 - Senior Internship B: Career Planning or TS 332 - Technical Design for Sweater Knits	2
LIBERAL ARTS	HA 344 - History of Western Costume *	3
	choice - see Liberal Arts / Foreign Language	3
	SS 386 - Youth Subculture, Identity, and Fashion: A Sociological Perspective **	3
Semester 8		
MAJOR AREA	TC 451 - Production and Technical Design	2
	TC 491 - Technical Design Senior Project	2.5
LIBERAL ARTS	choice-see Liberal Arts/ Foreign Language	3
	SS 334 - The Psychology of Color *	3
	SS 376 - Clothing and Society *	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	19.5
	RELATED AREA	6.5
	LIBERAL ARTS	36
	Total Credits:	62

Fall 2019 Requirements: see below

***Liberal Arts:** 36 credits

The degree includes the Fashion History, Theory and Culture minor as part of its liberal arts requirements. Students must declare the minor in the Academic Advisement Center to be awarded the minor along with the major. If a course from the minor has been previously taken, students may select other liberal arts electives.

- **History of Art: 6 credits.** HA 112 and HA 344
- **English: 3 credits.** EN 121 and any additional EN course must be completed prior to enrolling in EN 321
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **Science: 3 credits.** SC 147 or SC 332/ SC 032
- **Mathematics: 3 credits.** Mathematics Proficiency must be completed prior to enrolling in MA 311
- **Social Sciences: 15 credits.** SS 131, SS 171, SS 334, SS 376 and SS 386

NOTE: An ideal candidate for the Tech Design BS degree program has earned an associate's degree in either Fashion or Menswear Design from an accredited college. Interested students without a background in Fashion or Menswear Design are required to take the following bridge courses before the start of the program.

Required knowledge areas prior to program entry:

- TS 111 Fundamentals of Textiles
- FD 131 Sewing Techniques I **OR** FD 133 Materials and Construction I
- FD 117 Design Studio I - Introduction to Draping **OR** DP 111 Draping Proficiency I
- PM 121 Patternmaking I: Misses' and Women's Wear **OR** FD 243 Apparel Design Studio - Patternmaking
- AR 101 Fashion Art and Design
- TC 111 Beginning Adobe Illustrator for Technical Design

Upon graduating from the Technical Design BS program, students will be able to:

1. Develop and sew production patterns and document how the garment is to be constructed in language that is clear to the manufacturer.
2. Analyze the fit of a garment and document the problems in a clear and concise manner.
3. Follow a garment through pattern development, construction, and fitting, and create a Technical Specifications Packet (Tech Pack).
4. Measure a variety of garments: blouses, pants, skirts, jackets, dresses, intimate apparel, and be familiar with different methods used to measure garments in the industry.
5. Distinguish between the properties associated with different fabric types and how these properties impact pattern development, sewing, pressing, finishing, and fit.
6. Analyze a grading specifications sheet and grade basic patterns in a full size range without compromising the original design.
7. Analyze corporate structure and describe the responsibilities of the designer, technical designer, merchandiser, and contractor.
8. Become familiar with safety regulations associated with specific garment types and customer base and develop creative solutions for mass production in accordance with safety regulations.

9. Work as a team to: (a) create clear objectives, balance people skills and abilities, (b) develop effective processes for making decisions and communicating efficiently and (c) develop leadership skills to resolve conflicts while maintaining mutual cooperation and respect for each other.
10. Use current technologies and software programs utilized in the Technical Design field with proficiency.

Textile Development and Marketing BS Degree Program

School of Business and Technology

Applications accepted for fall only. NYSED: 00565 HEGIS 1303

The major in Textile Development and Marketing prepares students for successful careers in sustainable fabric development and color creation for fashion apparel, home furnishings, and other related industry end-use applications through structural fabric design and research and quality assurance. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	TT 327 - Woven Product Development I	2.5
	TT 381 - Knit Product Development I	2.5
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	MA 222 - Statistical Analysis	3
	choice - see Liberal Arts / Other World Civilizations*	3
Semester 6		
MAJOR AREA	TT 313 - Textile Fibers	3
	TT 328 - Woven Product Development II	2.5
	TT 382 - Knit Product Development II	2.5
LIBERAL ARTS	SC 253 - Ecology and Environmental Problems	3
	MA 311 - Mathematical Modeling for Business Applications	3
	PL 300 - Business Ethics	3
Semester 7		
MAJOR AREA	TT 343 - Textile Coloration: Principles and Processes	3
	TT 362 - Textile Finishing - Principles, Practices and Advancements	2
	TT 477 - Textile Converting and Costing	3
LIBERAL ARTS	SS 242 - Microeconomics	3
	choice - see Liberal Arts / Foreign Language* G8	3
	choice - see Liberal Arts / Social Sciences*	3
Semester 8		
MAJOR AREA	TT 055 - Total Quality Management for Textile Products Laboratory	1.5
	TT 455 - Total Quality Management for Textile Products	1
	TT 476 - Textile Project Development	3
LIBERAL ARTS	SS 443 - International Economics	3
	choice - see Liberal Arts / American History*	3
	choice - see Liberal Arts / Foreign Language*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	26.5
	LIBERAL ARTS	36
	Total Credits:	62.5

Fall 2019 Requirements: see below

***Liberal Arts Requirements: 36 credits**

- **American History: 3 credits.** Any course that meets the General Education American History requirement (G10)
- **Economics: 6 credits.** SS 242 and SS 443
- **English: 3 credits.** EN 321
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **Mathematics: 6 credits.** Mathematics Proficiency must be completed prior to enrolling in MA 222. Mathematics Proficiency must be completed prior to enrolling in MA 311.
- **Other World Civilizations: 3 credits.** Any course that meets the General Education Other World Civilizations requirement (G9)
- **Philosophy: 3 credits.** PL 300
- **Science: 3 credits.** SC 253
- **Social Sciences: 3 credits.** CHOICE of SS 334, SS 352, SS 353, SS 354, SS 356, or SS 374

NOTE: Students must have taken the following course prior to entering the program: SS 141.

Textile/Surface Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 00744 HEGIS 1009

The major in Textile/Surface Design offers students the opportunity to prepare for design positions in the textile and related industries in fields such as weaving, print design, home furnishings, apparel, home accessories, and paper products. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	TD 313 - Advanced Photoshop and Illustrator	3
	TD 334 - Complex Dobby Wovens	3
	TD 356 - Tabletop and Related Products	3
RELATED AREA	choice - see Related Area Electives**	1.5
LIBERAL ARTS	HA 342 - History of Textile Design	3
	choice - see Foreign Language* G8	3
Semester 6		
MAJOR AREA	TD 333 - Fundamentals of Jacquard Design	3
	TD 357 - Applied Surface Design for the Home	3
	TD 414 - Digital Knit Design	3
RELATED AREA	HP 315 - Textile Applications: Home Products	2.5
LIBERAL ARTS	choice - see Foreign Language*	3
Semester 7		
MAJOR AREA	TD 361 - Screen Printing Scarves	3
	TD 452 - Custom Carpet and Rug Design	3
	TD 473 - Advanced Digital Studio	3
LIBERAL ARTS	choice - see History of Art OWC (G9)*	3
	choice - see Liberal Arts Electives*	3
ELECTIVE(S)	choice - General Elective(s)	1.5
Semester 8		
MAJOR AREA	TD 413 - CAD for Portfolio Presentation	2
	TD 462 - Portfolio Collection	3
	TD 491 - Internship	3
RELATED AREA	choice - see Related Area Electives**	2
LIBERAL ARTS	choice - see American History (G10)	3
TOTAL CREDIT REQUIREMENTS		
	ELECTIVE(S)	1.5
	MAJOR AREA	35
	RELATED AREA	6
	LIBERAL ARTS	18
	Total Credits:	60.5

Fall 2019 Requirements: see below

***Liberal Arts: 18 credits**

- **History of Art**: **6 credits.** HA 342 and CHOICE of one (1) HA course that meets General Education Other World Civilizations requirement (G9). See the full list of Art/Design History courses under HA: History of Art and Civilization (p. 297).
- **American History: 3 credits.** CHOICE of one course that meets the General Education American History requirement (G10)
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8). See the list of courses (p. 205)available in Foreign Languages.
- **Liberal Arts electives: 3 credits.** Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: **AB** (Arabic)**, CH** (Chinese), **EN** (English), **FI** (Film & Media) - any FI course other than FI 205, 261, 361, 461, 362, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, 301**, IT** (Italian), **JA** (Japanese), **MU** (Music), **HI** (History)**, MA** (Math), **MC** (Modern Languages & Cultures), **PE** (Physical Education & Dance) 215, 216, 217**, PL** (Philosophy), **PO** (Portuguese)**, SC** (Science), **SP** (Spanish), and **SS** (Social Science).

****Related Area Elective(s): 3.5 credits.**
CHOICE of electives totaling 3.5 credits:
BE 261, BL 201, CD 123, CG 121, CG 214, CG 212, EP 311, FA 131, FA 132, FA 171, IN 201, PH 118 **or** any available course in Accessories, Advertising, Advertising and Marketing Communications, Fabric Styling, Fashion Design, Fine Arts, Graphic Design, Home Products Development, Illustration, Interior Design, Photography, and Textile Development and Marketing **or** any course in the Creative Technology minor **or** any business or art course in the Ethics and Sustainability minor.

NOTE: TD 131, TD 115, and TD 224 must be completed prior to the sixth semester.

Upon graduating from the Textile/Surface Design BFA program, students will be able to:

1. Independently research, evaluate, and analyze cultural and aesthetic trends, both historical and contemporary, on textile surface design products and use information to develop creative and sophisticated design concepts.
2. Think critically, including the ability to evaluate visual information and compare diverse perspectives as well as come to independent, sophisticated conclusions and interpret information to produce original designs for appropriate textile and surface design markets.
3. Apply comprehensive textile design skills to design textiles through painting, weaving, screen printing, knit, and demonstrate intermediate or advanced skills in drawing, repeat creation, and color application.
4. Apply intermediate level computer skills to complement traditional design skills and develop original designs using CAD as a tool including professional technical preparation of designs for production.
5. Communicate ideas and articulate project concepts using visual, oral, and written presentation skills at a professional level, including the use of appropriate industry vocabulary.
6. Identify and discuss global and cultural issues affecting the textile/surface design industry.

Toy Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 89109 HEGIS 1099

The major in Toy Design prepares students for careers as children's product designers working with a variety of companies in the toy industry, from small specialty firms to major global corporations. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	TY 326 - Toy Design I and Product Rendering	3
	TY 327 - Drafting and Technical Drawing	3
	TY 352 - The Toy Industry: Methods and Materials	3
RELATED AREA	FA 301 - Anatomy for Toy Designers	1.5
LIBERAL ARTS	SS 232 - Developmental Psychology	3
Semester 6		
MAJOR AREA	TY 313 - Soft Toy and Doll Design	3
	TY 332 - Model Making and 3D Prototyping	3.5
	TY 342 - Computer Graphics in Toy Design	2
RELATED AREA	MK 301 - Marketing for the Toy Industry	3
LIBERAL ARTS	HE 301 - Motor Learning: A Developmental Approach	3
	HA 345 - History of Industrial Design choice - see Liberal Arts/Art History	3
Semester 7		
MAJOR AREA	A:	
	TY 491 - Summer Internship: Toy Design**	4
	B:	
	TY 411 - Toy Design II and Product Update	2
	TY 421 - Advanced Hard Toy: Design Engineering	5
	TY 442 - Advanced Computer Graphics in Toy Design	2
	TY 463 - Storybook Design and Licensed Product	3
LIBERAL ARTS	MA 041 - Geometry and Probability Skills	1
	MA 241 - Topics in Probability and Geometry	3
Semester 8		
MAJOR AREA	TY 414 - Games***	1.5
	TY 461 - Business Practices for the Toy Industry	2
	TY 467 - Professional Portfolio	4.5
RELATED AREA	PK 403 - Packaging for the Toy Designer	2
LIBERAL ARTS	choice - see Liberal Arts/Art History*	3
	choice - see Liberal Arts Electives	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	41.5
	RELATED AREA	6.5
	LIBERAL ARTS	19
	Total Credits:	67

***Fall 2019 Requirements:** see below

Liberal Arts, Art History, and General Education: 19 credits

- **Art History Requirements: 6 credits.** HA 345 and CHOICE of (1) additional 3-credit History of Art course that meets General Education Other World Civilizations requirement (G9). See the full list of Art/Design History courses under HA: History of Art and Civilization (p. 297).
- **Social Sciences: 3 credits.** SS 232
- **Health Education: 3 credits.** HE 301
- **Mathematics: 4 credits.** MA 041 and MA 241
- **Liberal Arts Elective**: **3 credits.** Select a Liberal Arts course (for which prerequisites have been met) from the following subject areas: **CH** (Chinese), **EN** (English), **FI** (Film and Media) - any **FI** course other than FI 261, 361, 362, 461, and 462, **FR** (French), **HA** (History of Art), **HE** (Health Education) 201, or 301, **IT** (Italian), **JA** (Japanese), **MU** (Music) MU 202, 203, or 391, **HI** (History), **MA** (Math), **LA** (Liberal Arts), **MC** (Modern Languages and Cultures), **PE** (Physical Education and Dance) 215, 216, 217, **PL** (Philosophy), **SC** (Science), **SP** (Spanish), and **SS** (Social Sciences). See Liberal Arts Courses (p. 205).

** If internship cannot be completed during the summer, a special independent study program will be arranged in the eighth semester.

*** Students may substitute TY 314 for TY 414.

NOTES. Students must complete SS 131 and two HA courses (HA 111, HA 112, or HA 231, or equivalent) prior to entering this program.

Upon graduating from the Toy Design BFA program, students will be able to:

1. Explain child safety and testing requirements and be able to apply this knowledge to select appropriate materials.
2. Determine appropriate manufacturing methods to satisfy specific design and safety requirements, as well as produce a product that stands up to the rigors of normal use and foreseeable abuse.
3. Design and invent innovative products that will have a lasting impact on children by respecting their intelligence and reflecting their play needs.
4. Utilize technology to enhance content and the play experience.
5. Identify and analyze play patterns as they relate to children's developmental and emotional needs.
6. Demonstrate, through a structured summer internship, skills required by the industry, such as the ability to work to deadlines, problem-solving, teamwork, and presentation and communication skills, with a focus on contributing to a company's product development.
7. Display technical drawing and illustration skills at a professional level.
8. Design children's products within relevant, timely, innovative product categories that are determined by market trends and buyer behavior.

Visual Presentation and Exhibition Design BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 36131 HEGIS 1009

The major in Visual Presentation and Exhibition Design prepares students for opportunities in design positions as exhibition designers, store planners, visual merchandisers, museum exhibition designers, event planners, and designers for other themed environments. Curriculum below is for the entering class of Fall 2019.

Semester 5		**Credits**
MAJOR AREA	VP 301 - Overview of Visual Presentation and Exhibition Design	2
	VP 311 - Space and Environment for Visual Presentation and Exhibition Design	2
	VP 312 - Product Presentation	2
	VP 321 - Visualization and Sketching for Design	2
	VP 331 - Three-Dimensional Construction for Visual Presentation and Exhibition Design	2
LIBERAL ARTS	choice - see American History* G10	3
	choice - see History of Art and Civilization*	3
Semester 6		
MAJOR AREA	VP 313 - Visual Presentation in In-Store Design	2
	VP 314 - Mannequin Presentation for Retail and Exhibitions	2
	VP 332 - Merchandising Lab for In-Store Design	1
	VP 341 - Graphic Strategy for Visual Presentation	2
	DE 226 - CAD for Visual Presentation	2
RELATED AREA	ID 241 - Lighting Design I	1.5
	PH 118 - Beginning Digital Photography	2
LIBERAL ARTS	choice - see Other World Civilizations* G9	3
Semester 7		
MAJOR AREA	VP 411 - Interpretive Exhibition Design	2
	VP 441 - Interpretive Exhibition Graphics	2
	choice - see Major Area Elective**	1.5
RELATED AREA	choice - See Related Area Elective***	3
LIBERAL ARTS	EN 323 - Specialized Writing and Thesis Preparation	3
	choice - see Foreign Language*	3
Semester 8		
MAJOR AREA	VP 412 - Senior Design Project	4
	VP 461 - Portfolio and Professional Presentation	2
RELATED AREA	IC 497 - Senior Internship C: Career Planning	3
	BE 404 - Business for Visual Presentation	2
	choice - see Related Area Elective***	1.5
LIBERAL ARTS	choice - see Foreign Language*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	30.5
	RELATED AREA	13
	LIBERAL ARTS	18
	Total Credits:	61.5

Fall 2019 Requirements: see below

*** Liberal Arts and Art History: 18 credits**

- **American History: 3 credits.** CHOICE of any course that meets the General Education American History requirement (G10)
- **English and Speech**: **3 credits.** EN 323
- **Foreign Language: 6 credits**. Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **History of Art and Civilization: 3 credits.** CHOICE of any HA course (for which prerequisites have been met) not previously taken or required
- **Other World Civilizations: 3 credits.** CHOICE of any HA course that meets the General Education Other World Civilizations requirement (G9)

****Major Area Elective: 1.5 credits (minimum).** CHOICE of DE 401, DE 234, VP 421, VP 431, VP 432, or VP 433

*****Related Area Elective:** 4**.5 credits (minimum).** CHOICE of any elective course in Art and Design for which student has met prerequisite(s)

Upon graduating from the Visual Presentation and Exhibition Design BFA program, students will be able to:

1. Develop research techniques including trends analysis, brand review, interviews, and historical study.
2. Master presentation skills utilizing reports, presentation boards, and multi-media.
3. Manage the design process for a unique individual project from research, to concept, to final installation.
4. Create physical and digital models of spaces, displays and details using a variety of materials and software tools.
5. Develop techniques and methods for the placement and positioning of products and brands.
6. Complete full fabrication documentation packages, including dimensioned drawings, and material specifications.
7. Specify and research specialist and material support including lighting, props, and accessories in the development of fully realized displays and exhibitions.
8. Create graphic approaches to environmental projects that include type, color, material, and methodology.

Courses and Departments

- Courses and Departments (p. 205)
  - AB: Arabic (p. 207)
  - AC: Advertising and Marketing Communications (p. 207)
  - AD: Advertising Design (p. 212)
  - AF: Fashion Design (See also AP, AR, DP, FD, FF, TL) (p. 215)
  - AP: Fashion Design-Apparel (See also AF, AR, DP, FD, FF, TL) (p. 215)
  - AR: Fashion Design-Art (See also AF, AP, DP, FD, FF, TL) (p. 217)
  - BE: Business Enterprise (p. 218)
  - BL: Business Law (p. 218)
  - BT: Business and Technology Studies (p. 218)
  - CD: Communication Design Foundation (p. 218)
  - CG: Computer Graphics (p. 222)
  - CH: Chinese (p. 227)
  - CL: Fashion and Culture of the World (p. 228)
  - CM: Cosmetics and Fragrance Marketing (p. 228)
  - CT: Creative Technology (p. 230)
  - DD: Design Division Studies (p. 232)
  - DE: Visual Presentation and Exhibition Design (p. 233)
  - DM: Direct and Interactive Marketing (p. 236)
  - DP: Draping Techniques (p. 237)
  - EN: English and Communication Studies (p. 238)
  - EP: Entrepreneurship (p. 249)
  - ES: Educational Skills (p. 251)
  - FA: Fine Arts (p. 253)
  - FD: Fashion Design-Apparel (See also AF, AP, AR, DP, FF, TL) (p. 260)
  - FF: Fashion Design-Art (See also AF, AP, AR, DP, FD, TL) (p. 269)
  - FI: Film and Media (p. 277)
  - FM: Fashion Business Management (p. 285)
  - FR: French (p. 291)
  - FS: Fabric Styling (p. 292)
  - GD: Graphic Design (p. 294)
  - HA: History of Art and Civilization (p. 297)
  - HD: Human Development (p. 308)
  - HE: Health Education (p. 308)
  - HI: History (p. 309)
  - HP: Home Products Development (p. 310)
  - IC: Internship Center (p. 312)
  - ID: Interior Design (p. 313)
  - IL: Illustration (p. 323)
  - IN: International Trade and Marketing (p. 331)
  - IS: Interdivisional Studies (p. 334)
  - IT: Italian (p. 334)
  - JA: Japanese (p. 336)

- JD: Jewelry Design (p. 337)
- LD: Accessories Design (p. 344)
- MA: Mathematics (p. 349)
- MC: Modern Languages & Cultures (p. 353)
- MG: Production Management: Fashion and Related Industries (p. 356)
- MK: Marketing: Fashion and Related Industries (p. 359)
- ML: Millinery (p. 359)
- MU:Music (p. 360)
- MW: Menswear (p. 360)
- PE: Physical Education and Dance (p. 364)
- PH: Photography (p. 367)
- PK: Packaging Design (p. 376)
- PL: Philosophy (p. 379)
- PM: Patternmaking (p. 380)
- PO: Portuguese (p. 383)
- SC: Science (p. 383)
- SP: Spanish (p. 387)
- SS: Social Sciences (p. 389)
- TC: Technical Design (p. 398)
- TD: Textile Design (See also SD) (p. 399)
- TL: Ladies Tailoring (See also AF, AP, AR, DP, FD, FF) (p. 406)
- TS: Textile Science (See also TT) (p. 407)
- TT: Textile Technology (See also TS) (p. 409)
- TY: Toy Design (p. 412)
- VP: Visual Presentation and Exhibition Design (p. 414)

AB: Arabic

AB 111 — Elementary Arabic 1

3 credits; 2 lecture and 2 lab hours

This introductory course enables students with no background in Arabic to communicate with Arabic-speaking people. The basic skills of speaking, reading, and writing in Arabic are established and the cultures where Arabic is spoken are introduced. Teacher-instructed laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

AB 112 — Arabic II

3 credits; 2 lecture and 2 lab hours

Second semester-level study of Arabic language and of the cultures where Arabic is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom (G8: Foreign Language)

Prerequisite(s): AB 111.

AB 122 — Arabic Conversation I

3 credits; 3 lecture hours

Students learn to converse in Arabic by emphasizing interaction in real-world situations. Functional and practical verbal communications are addressed with a focus on the cultures where Arabic is spoken. In addition to communicating in spoken Arabic, students build their writing and reading skills, leaving them with a strong foundation in the language. (G8: Foreign Language).

AB 299 — Independent Study in Arabic

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

AC: Advertising and Marketing Communications

AC 111 — Advertising and Promotion

3 credits; 3 lecture hours

For Advertising and Marketing Communications, Fabric Styling, Fashion Business Management, and Textile Development and Marketing students. Concepts, perspectives, and methods for the development and implementation of integrated marketing communications programs for producers, manufacturers, and retailers are analyzed and critiqued.

AC 113 — Strategic Planning for Integrated Marketing Communications

3 credits; 3 lecture hours

Students plan and develop integrated marketing communications strategies in order to achieve specific marketing and communication objectives. Through student agency teamwork, they make strategic decisions based on creative strategy development, competitive and market analysis, and research interpretation.

Prerequisite(s): AC 111.

AC 114 — Marketing for Integrated Marketing Communications

3 credits; 3 lecture hours

This course provides students with a broad background to marketing concepts as they apply to integrated marketing communications (IMC). Students explore the role of marketing both within the organization and the external environment in which firms operate. The process of developing marketing with an IMC perspective is addressed, as well as how managers use these elements to gain competitive advantage in a global economy.

AC 141 — Introduction to Journalism

3 credits; 3 lecture hours

Students practice the techniques of newsgathering, newswriting, and developing news judgment. News stories, features, editorials, and broadcast writing are covered in discussions and workshops. Skills in copyediting and headline writing are built through student newspaper and off-campus assignments.

Prerequisite(s): EN 121 or EN 362 or ES 129.

AC 161 — Multimedia Computing for Advertising and Marketing Communications

2 credits; 1 lecture and 2 lab hours

Students develop computer skills applicable to the communications industry, including word processing, spreadsheets, networking, presentations, desktop publishing, and internet research. Through hands-on use, they format such industry-oriented projects as print ads, press releases, and advertising analyses.

AC 171 — Mass Communications

3 credits; 3 lecture hours

Analysis and comparison of mass media and the communication arts as they are used in advertising, marketing, promotion, and the dissemination of public information. Includes an overview of careers available in communications. Students learn communications theory, new electronic media, and their potential applications.

AC 211 — Workshop in Business Communications

3 credits; 3 lecture hours

Analysis of skills needed for effective written, spoken, and visual communications. Industry case histories are used to identify and suggest solutions to communications problems. Students' abilities to observe, listen, speak, and write effectively are evaluated. Emphasis is on the complete business presentation.

Prerequisite(s): AC 111.

AC 221 — Publicity Workshop

3 credits; 3 lecture hours

Use of current news, events, and personalities as a basis for writing and evaluating institutional and product publicity releases for news and feature stories. Students plan publicity campaigns and create a press kit.

Prerequisite(s): AC 111.

AC 222 — Sales Promotion

3 credits; 3 lecture hours

Students plan and develop sales promotion activities in order to achieve specific marketing and communications objectives. Both business-to-business and business-to-consumer sales promotion campaigns are developed.

Prerequisite(s): AC 111.

AC 231 — Advertising Copywriting

3 credits; 3 lecture hours

Evaluating, writing, and editing copy for national, trade, and retail advertising and promotion, internal communications, and direct marketing for all market levels. Includes copy-testing techniques and visualization for copy brainstorming.

Prerequisite(s): (AC 111 and CD 122) or AD 216.

AC 232 — Radio and TV Copywriting Workshop

3 credits; 3 lecture hours

Students prepare national/retail broadcast advertisements for products and services.

Prerequisite(s): AC 231.

AC 242 — Fashion Journalism Workshop

3 credits; 3 lecture hours

Development of reporting skills needed for a journalism career in fashion and related fields. Students plan and carry out research; conduct interviews; write and edit fashion news, feature stories, and captions; and work with fashion visual materials. Fashion review assignments provide opportunities to practice photojournalism, feature, and editorial writing.
Prerequisite(s): AC 111 and AC 141.

AC 262 — Multimedia Presentations for Business

3 credits; 3 lecture hours

This course focuses on the planning and preparation of multimedia presentations for use in business. Coursework covers presentations incorporating PowerPoint, integrating still photos, video and voice and mobile. These presentations would be suitable for consumer and trade shows, demos, conferences, exhibits, special events, dealer aids, and sales books.
Prerequisite(s): AC 111 or VP 341.

AC 271 — Audiences and Media

3 credits; 3 lecture hours

This course is designed to provide students with an understanding of the role of media planning and buying in advertising. The course reviews such areas as basic measurement tools and the relationship between marketing and advertising objectives translated into media objectives, strategies, and tactics. Students identify target markets, develop media strategies, and evaluate media alternatives and media-buying approaches.
Prerequisite(s): AC 111.

AC 272 — Research Methods in Integrated Marketing Communications

3 credits; 3 lecture hours

This course examines the current methods and techniques used to evaluate the effectiveness of marketing, advertising, and promotion. The information-gathering process uses both secondary research data and primary sources. Students create a marketing research project using a variety of research techniques.
Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

AC 291 — Campaign Plans and Presentations

3 credits; 3 lecture hours

Advertising and Marketing Communications and Communication Design students use acquired marketing and communications skills to solve an actual industry marketing problem by participating in campaign development from inception to presentation.
Prerequisite(s): approval of chairperson or instructor.

AC 299 — Independent Study in Advertising and Marketing Communications

1-3 credit

Prerequisite(s): a minimum of 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

AC 311 — Integrated Marketing Communications Management

3 credits; 3 lecture hours

For Entrepreneurship and Art History and Museum Professions students. Case study techniques are used to help students develop criteria for evaluating the planning, budgeting, and execution of integrated marketing communications strategies. Emphasis is on management of advertising, public relations, direct marketing, and sales promotions to achieve marketing objectives.

AC 321 — Principles of Public Relations

3 credits; 3 lecture hours

Examines the principles and processes underlying the programming of public relations as a management function of marketing. Attention is directed to the specific requirements of interacting with various publics. Students work with public opinion research data on industry-derived projects and cases to design, plan, and write proposals for publicity and public relations programs.
Prerequisite(s): AC 221.

AC 322 — Publicity/Public Relations for Visual Arts Management

3 credits; 3 lecture hours

Designed for Art History and Museum Professions majors, this course examines public relations as a management function in museums. Students study how public relations is used to further museum goals by examining how it relates to exhibitions, fundraising, and retail operations. Working with public opinion research data, students create press kits and public relations programs.

AC 341 — Magazine Journalism

3 credits; 3 lecture hours

Students develop the editorial and marketing skills needed to succeed in today's fast-paced magazine publishing world by creating a magazine prototype directed at a specialized target audience.
Prerequisite(s): AC 141.

AC 361 — Computer Applications for Marketing Communications

2 credits; 1 lecture and 2 lab hours

AC 361 is an intermediate level computer course designed to improve skills in word processing, spreadsheets, desktop publishing and presentation through the use of marketing communications case studies. Emphasis will be on using software applications to solve marketing communications problems and to enhance target audience communication and response.
Prerequisite(s): AC 161 or MG 153.

AC 362 — Video Studio Production

3 credits; 2 lecture and 2 lab hours

Through workshop activities, students develop professional studio techniques for video, journalism, and communications. Emphasis is placed on understanding the product process as it pertains to marketing applications. Students work on team assignments in video production.
Prerequisite(s): AC 231 or PH 351.

AC 400 — Feature Journalism: Writing Lifestyle and Arts Articles

3 credits; 3 lecture hours

An advanced workshop-style course that explores the techniques and practices of feature journalism, in areas including travel, home, food, beauty, health, and the arts. Emphasis is placed on article analysis, writing and revision with a goal of producing articles for portfolio inclusion.
Prerequisite(s): EN 121 and AC 141 and AC 242 or AC 341.

AC 402 — Digital Analytics for Integrated Marketing Communications (IMC)

3 credits; 3 lecture hours

This course empowers the student with the knowledge of best practices for data collection and interpretation that leads to higher profits, an improved customer experience and creates measurable value to the business. Drawing from case studies and practical applications, students explore the key concepts, techniques and practices of web, mobile, social media and e-Commerce communication analytics, and how they can successfully leverage data to achieve communications objectives and improve business performance.
Prerequisite(s): AC 361 and DM 425 and MA 321.

AC 404 — Public Relations: Cases; Campaigns; and Strategies

3 credits; 3 lecture hours

Students develop and refine their critical thinking skills in selecting, creating and applying tools, techniques, and principles of public relations to a variety of managerial cases and problem situations. Using real-life case studies, they track current public relations issues, and evaluate successful and unsuccessful PR initiatives.

Prerequisite(s): AC 221 and AC 321.

AC 411 — Brand Management

3 credits; 3 lecture hours

Students study the critical elements of brand management--the role of brands and the concept of brand equity--using integrated marketing communications strategies and tactics to build brands. They learn to build brand equity by employing brand elements and leveraging secondary associations through brand extensions, co-branding, and forming strategic alliances with third parties.

Prerequisite(s): AC 321.

AC 412 — Creative Strategies

3 credits; 3 lecture hours

Advertising strategies are developed to solve marketing communications problems and build strong brand identities. Students research industry-derived projects and evaluate relevant market factors to create effective strategies.

Prerequisite(s): AC 231.

AC 413 — Corporate Communications

3 credits; 3 lecture hours

Students develop the skills necessary to create communications that successfully influence an organization's internal and external publics. The course trains students to identify emerging business trends, interpret annual reports and related business documents, and convey business news in a clear, concise style through a variety of business communication and public relations tools.

Prerequisite(s): AC 321 and SS 242.

AC 423 — Special Events Marketing Public Relations

3 credits; 3 lecture hours

Students learn how to integrate special events into a client's marketing communications program. The strategies, planning, and execution of special events are studied using specific cases. Students work with industry clients to produce an event.

Prerequisite(s): AC 321.

AC 424 — Marketing Communications: An International Perspective

4 credits; 4 lecture hours

This course focuses on the principles and processes of the marketing communications industry in England. Through seminars and field experience, students work with marketing communications companies to design, plan, and implement communications programs. Includes an internship experience with the British communications industry. Approximately four weeks in June.

Prerequisite(s): AC 221 and approval of instructor.

AC 425 — Marketing Communications in China

3 credits; 3 lecture hours

A four-week work-study internship course in China. Students attend lectures and seminars and are exposed to the business practices of marketing companies conducting business in China. They assist business executives in planning and executing marketing communications campaigns for various products and services.

Prerequisite(s): A.A.S. degree, and AC 221 or AC 231 or AC 271, and approval of instructor.

AC 461 — Electronic Media Production

3 credits; 2 lecture and 2 lab hours

Technical and creative aspects of electronic media are stressed as students write, direct, edit, and produce trade and consumer videos and commercials. The coursework develops video production capabilities and encourages familiarity with a fully equipped, multi-camera studio. Preproduction and postproduction functions are analyzed and evaluated.

Prerequisite(s): AC 362.

AC 462 — Video Field Production

3 credits; 2 lecture and 2 lab hours

The operation and application of portable video and editing equipment to meet fashion marketing, corporate communications, and broadcast journalism objectives and strategies. Through the hands-on experience of writing, producing, directing, and editing a 5-minute infomercial and a 30-second television commercial, students learn planning, budgeting, and digital postproduction techniques.

Prerequisite(s): AC 362.

AC 471 — Media Planning

3 credits; 3 lecture hours

Examines the relationship between the marketing plan and media planning. This course develops students' understanding of pre- and post-placement media analysis and research. Students develop a media plan utilizing research data and reports from current case histories.

Prerequisite(s): AC 271 and MA 222.

AC 472 — Social Media for Integrated Marketing Communications

3 credits; 3 lecture hours

This course analyzes social media from a marketing communications strategy perspective, and examines the new media landscape where traditional and social media co-exist. Students learn how social media strategies can be used effectively in marketing communications programs, what social media platforms should/should not be used, how to build engagement and how to measure, track and evaluate performance and effectiveness.

Prerequisite(s): AC 321 and DM 435.

AD: Advertising Design

AD 203 — Advertising Design and Layout

2 credits; 1 lecture and 2 lab hours

For Photography students. Application of design principles to photographic layout problems, in black and white and color, utilizing the student's own photographs.

AD 216 — Foundation in Advertising Design

2 credits; 1 lecture and 2 lab hours

This course introduces students to the field of advertising design. Students are presented with advertising problems and develop appropriate solutions that are original, unexpected, and memorable.

Co-requisite(s): (for one-year Communication Design Foundation students) PK 216.

AD 315 — Art Direction and Design

3 credits; 6 lab hours

An exploration of the relationship between art direction and design. The synthesis between concept and message communication, integral for an advertising and branding campaign, is examined.

Prerequisite(s): CT 300.

AD 364 — Digital Media Advertising

2 credits; 1 lecture and 2 lab hours

This course focuses on the new creative partnership in the field of advertising -- the interdisciplinary creative team. Students participate in a client pitch competition for a brand that is aimed toward an audience that was raised in a digital world and reached through the internet, and that utilizes various social media and other entertainment and communications options.
Prerequisite(s): AD 216.

AD 381 — Creative Principles

3 credits; 6 lab hours

Introduces students to the principles of creative advertising with an emphasis on conceptual thinking. Explores the legacy of advertising from the creative revolution of the 1960's to today's digital revolution, which heralds the empowerment of the creative technologist and a new advertising partnership that calls for a "bigger idea".
Prerequisite(s): CD 217 or CD 216
Corequisite(s): AD 383.

AD 382 — Art and Copy

2 credits; 1 lecture and 2 lab hours

Students create outstanding and provocative advertising and refine their strategic thinking, art direction, copywriting, and execution abilities. With an emphasis on visual and verbal ideas, students work as a creative team to fully integrate art and copy.
Prerequisite(s): AD 381.

AD 383 — Strategy Planning and Brand Campaigns

2 credits; 1 lecture and 2 lab hours

Students develop a strategy plan using research on target audience, customer satisfaction, competition, brand, marketplace, and the perception of prospects. Working from their creative brief, they develop an integrated brand campaign.
Prerequisite(s): CD 216 or CD 217
Corequisite(s): AD 381.

AD 402 — Idea Writing

2 credits; 1 lecture and 2 lab hours

Focuses on the developing verbal ideas and mastering the art of storytelling. Students craft compelling narratives and brand voices, using a range of media. Writing and execution abilities for both long and short copy are explore and refined.
Prerequisite(s): AD 216.

AD 403 — Brand Identity in Advertising Design

2 credits; 1 lecture and 2 lab hours

Created specifically to guide aspiring advertising designers through the sophisticated process of creating and establishing a brand identity. Emphasis will be placed on the steps required for brand consistency such as identifying a brand's purpose and personality; designing a logo; creating the visual elements that support the new brand; and developing and designing a tone of voice for all communication channels, including, but not limited to, print, digital/motion, radio, TV, and social media.
Prerequisite(s): AD 216.

AD 404 — Creative Content for Social Media

2 credits; 1 lecture and 2 lab hours

Provides insights into how new technologies inform and shape the creative process and the creative product. With the advent of social media, advertising has gone from a disruptive to an engagement model. Platforms are appraised from the creative perspective. Creative content that inspires sharing forms the basis of all ideation.
Prerequisite(s): AD 216.

AD 415 — Advertising Art Direction and Design II

1.5 credits; 3 lab hours

Students further develop their art direction skills by deepening their understanding of creative advertising principles and strategies to communicate a brand message with a sound idea. They execute that idea with a more disciplined understanding of how each design decision makes that message more vivid.

Prerequisite(s): AD 315.

AD 466 — Senior Portfolio

2 credits; 1 lecture and 2 lab hours

Students prepare cohesive portfolios for their advertising internships. Preparation for interviews, including how to present yourself comfortably and confidently, how to stand out, and what to leave behind, along with networking and establishing contacts in the industry, are covered.

Prerequisite(s): AD 315.

AD 467 — Advertising Professional Preparation

2 credits; 1 lecture and 2 lab hours

Coaches Advertising Design students for entry into the Advertising profession. Students prepare for interviews by developing resumes, cover letters, personal presentations and portfolios. Further development of advertising agency employment skills such as preparation of agreement letters, invoices, estimates and other business forms required for working on staff or as a freelancer will be covered.

Prerequisite(s): AD 466

Corequisite(s): AD 491.

AD 481 — Art Direction

1.5 credits; 3 lab hours

Development from concept to design of highly finished comprehensives. The role of the art director is considered, including time management, production procedures, and working with photographers, illustrators, and other industry suppliers.

Prerequisite(s): AD 383 and CD 372.

AD 482 — TV and Viral Videos

3 credits; 6 lab hours

Simulates the actual stages in development of advertising for TV and the web. Students engage in concept development, storyboard creation, completion of pre-production books, production, and post-production, using professional editing software.

Prerequisite(s): AD 382.

AD 491 — Internship

3 credits; 3 lecture hours

Intern in the ad industry: 10 weeks, 12 hours per week on-site (120 hours); and 5 weeks: 3 hours per week in the classroom, (15 hours). Includes ongoing, individual student and instructor interviews and assessments that occur before, during, and after the on-site experience.

Prerequisite(s): AD 466.

AD 494 — Senior Thesis & Project Planning

2 credits; 1 lecture and 2 lab hours

A hands-on survey of research methodology and thesis-writing facilitate the student's finalization of a creative, information-based, persuasive, ten-to fifteen-page thesis paper. Planning, researching, drafting, editing, and constructed of a carefully written paper will take place in stages over the span of the semester. Paper will focus on an individually selected design, cultural, or socially relevant theme closely linked to each student's personal and professional interests. In addition to the thesis, students plan their senior project.

Prerequisite(s): AD 383.

AD 497 — Student Competition
3 credits; 6 lab hours
Students work on assignments for international advertising competitions. Provides students with exposure to the top national and international advertising agencies.
Prerequisite(s): AD 482
Corequisite(s): AD 498.

AD 498 — Senior Project
3 credits; 6 lab hours
In an independent study format the students analyze, organize, and execute a senior advertising design project resulting from their thesis on an individually selected cultural, or socially relevant theme closely linked to each student's personal or professional interests. Advertising Design students use their thesis as background research on the category, psychographics or consumer attitudes for the brand that they have chosen to execute for their Senior Project.
Prerequisite(s): AD 494.

AD 499 — Independent Study Advertising Design
1-4 credit

AF: Fashion Design (See also AP, AR, DP, FD, FF, TL)

AF 299 — Independent Study in Fashion Design
1-3 credit
Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

AF 341 — Costume Design for the Performing Arts
2.5 credits; 1 lecture and 3 lab hours
Limited to baccalaureate-level students or with approval of department chair. Application of skills to theatrical production design. Through analysis of live theater, films, and videos, create costume plots and color compositions and learn research techniques, costume painting, and accessory construction.

AF 412 — Ethnic Fashions: Resources and Applications
2.5 credits; 2 lecture and 1 lab hours
Survey of ethnic fashions from archaic to contemporary periods, encompassing American Indian, Mesoamerican, Asian, African, and European folk cultures. Slides and actual costumes familiarize students with basic shapes, colors, symbols, patterns, and texture in ethnic costume and serve as inspiration in developing sketches for contemporary fashions.
Prerequisite(s): FF 111 and FF 221.

AF 499 — Independent Study in Fashion Design
1-3 credit
Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

AP: Fashion Design–Apparel (See also AF, AR, DP, FD, FF, TL)

AP 144 — Outerwear and Performance Apparel Sewing Techniques
2.5 credits; 1 lecture and 3 lab hours
Produce outerwear garments in a sample-room setting using construction techniques specific to the outerwear and performance apparel market. Special focus is on the use of technically enhanced fabrics and protective design details in the construction of rainwear, urban outerwear, skiwear, and fishing, hiking, and boating apparel.
Prerequisite(s): DP 111 or FD 131 or TL 111 or MW 141 or approval of program advisor.

AP 222 — Computer-Aided Flat Pattern Design

1 credit; 2 lab hours

Through hands-on experience, learn computer-aided design for patternmaking and understand its creative potential.

Prerequisite(s): FD 121.

AP 241 — Leather Apparel Design Room Techniques

2.5 credits; 1 lecture and 3 lab hours

Teaches construction, processing, finishing, and decorative techniques for making men's or women's leather garments. Learn about the leather apparel industry, resources, and suppliers.

Prerequisite(s): MW 141 or FD 131.

AP 242 — Haute Couture Sewing Techniques

2.5 credits; 1 lecture and 3 lab hours

The sewing techniques practiced in the finest haute couture ateliers around the world are introduced and provide the basis for understanding couture. Learn couture techniques in cutting, hand stitching, seam and hem finishes, pocket construction, pressing, and finishing.

Prerequisite(s): DP 111 or FD 131 or TL 111 or approval of program advisor.

AP 243 — Haute Couture Decorative Techniques and Embellishments

2.5 credits; 1 lecture and 3 lab hours

Expands knowledge of the couture by exploring various decorative techniques. Learn how to hand bead and apply rocailles, sequins, pearls, and faux gems on different types of fabrics. Create embellishments such as flowers and frog closures from fabric and ribbons, hand embroider original designs, and learn the arts of quilting, cartridge pleating, and trapunto.

Prerequisite(s): AP 242 or approval of chairperson.

AP 244 — Haute Couture Construction and Technology

2.5 credits; 1 lecture and 3 lab hours

Apply couture sewing methodology and construct a skirt and jacket in order to understand the fitting process, couture fabric selection, proper cutting procedures, and inner construction methods.

Prerequisite(s): AP 242.

AP 253 — Leather Apparel Design

2.5 credits; 1 lecture and 3 lab hours

Study the use of leather, suede, and other animal skins and apply these materials to the design principles exclusive to creating men's and women's apparel. Develop original designs utilizing draping and flat pattern industrial methods.

Prerequisite(s): FD 112 and FD 221 and (AP 241 or MW 232).

AP 275 — Haute Couture Apparel Design

3 credits; 0 lecture and 6 lab hours

Apply knowledge of the couture to design, drape, fit, and construct a mini-collection for a particular target market. Develop styles and images through fabric sourcing, market research, and inspirational research.

Prerequisite(s): (DP 212 or FD 112) and AP 243 and AP 244.

AP 337 — Primavision Apparel Design Development

2 credits; 1 lecture and 2 lab hours

Gain knowledge of technical line development and execution through the study and use of the software program Primavision, by Lectra Systems. Original concepts are translated into technical design factory packages ready for sample development. Emphasis is on specifications and construction details involved in woven and knit fabric development.

Prerequisite(s): FD 353 or approval of chairperson.

AP 351 — Experiencing Style

2 credits; 1 lecture and 2 lab hours

Photography students learn about the factors that influence the design and presentation of a collection. Working with Fashion Design students, they study the importance of the market, branding, trends, and the structure of the design house.

Prerequisite(s): PH 371.

AR: Fashion Design–Art (See also AF, AP, DP, FD, FF, TL)

AR 101 — Fashion Art and Design

1.5 credits; 1 lecture and 1 lab hour

For Fashion Business Management and Textile Development and Marketing students. Studies basic proportions of the fashion figure, garment details and terminology, and principles of color.

AR 115 — Introduction to CAD Software for Fashion Designers

2 credits; 1 lecture and 2 lab hours

Acquire basic knowledge and hands-on experience with software applications typically used by designers in the fashion industry. Develop the computer skills needed to create original designs in various formats.

AR 152 — Leather Apparel Portfolio

2.5 credits; 1 lecture and 3 lab hours

Use basic drawing and computer skills to communicate design concepts and develop a digital portfolio of men's or women's leather apparel.

AR 215 — Fashion Design Using Illustrator

2 credits; 1 lecture and 2 lab hours

Use Adobe Illustrator to learn the fundamental and advanced techniques specific to fashion design. Aspects of drawing flats and garment details and working with images and color are addressed. Build fabric and trim libraries and create stitch effects and/or repeat prints.

Prerequisite(s): (AR 115 or AR 213) and AR 101, or approval of Fashion Design-Art assistant chairperson.

AR 291 — Outerwear and Performance Apparel Design Portfolio

2.5 credits; 1 lecture and 3 lab hours

Create product, spec sheets, and storyboards for various segments of the men's and women's outerwear and performance apparel industry in order to develop digital portfolios focusing on a particular market. Forecast and track trends, study licensing issues, and explore graphic design as it relates to logos and branding.

Prerequisite(s): (FF 111 or MW 151), (CG 211 or PH 272), and TS 171.

AR 292 — Haute Couture Portfolio

2.5 credits; 1 lecture and 3 lab hours

Study the muscular and skeletal functions of the human body and their relationships to the design and creation of haute couture apparel, visualizing how anatomy and aesthetics form the basis of designing a haute couture collection. Become proficient in the translation of ideas via the fashion design sketch and further develop a personal drawing style.

Prerequisite(s): FF 211 or approval of Fashion Design-Art assistant chairperson.

AR 301 — Fashion Art for Textile Designers

2 credits; 1 lecture and 2 lab hours

For baccalaureate-level Textile/Surface Design students. The basics of figure drawing and sketching in various media are presented. Students create original fashion designs using their own textile designs.

AR 311 — Sketching for Fashion Designers

2 credits; 4 lab hours

Draw garments as they appear on models and study clothing in relationship to the body. Large, half-size, petite, and junior-size figures are featured to study proportions used in the industry.

BE: Business Enterprise

BE 261 — Starting a Small Business

3 credits; 3 lecture hours

Investigates the problems and challenges of opening and managing a small business. Emphasis is placed on analysis of financial statements and on developing a business plan.

BE 402 — The Business of Illustration

1 credit; 1 lecture hour

Students learn the business side of an illustration career. Potential markets for illustration are examined, marketing techniques are explored, and legal issues are studied. Key aspects of financial management, including record keeping and tax planning, are covered.

BE 403 — The Artist in the Marketplace

3 credits; 3 lecture hours

Basic business practices relevant to fine artists are presented. Issues in intellectual property and contract law are discussed. Students research potential markets for fine arts and explore pertinent marketing techniques.

BE 404 — Business for Visual Presentation

2 credits; 2 lecture hours

This course is an introduction to key business principles for Visual Presentation and Exhibition Design majors. Topics covered include work scenarios, freelancing, contract work, and subcontract work. Students are introduced to the important legal issues associated with establishing a sole proprietorship, limited liability company, or partnership.

BL: Business Law

BL 343 — Introduction to Business Law

3 credits; 3 lecture hours

An introduction to basic legal principles relating to branches of commercial law, with special emphasis upon the laws of contracts, sales, agency, and other areas relevant to the career aspirations of fashion industry students.

BT: Business and Technology Studies

BT 499 — Independent Study in Business and Technology Studies

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

CD: Communication Design Foundation

CD 113 — Three-Dimensional Design

1.5 credits; 3 lab hours

Introduces design in three dimensions by developing form through the joining of planes. Techniques with board and paper are stressed.

CD 115 — Design Studio I

3 credits; 6 lab hours

Through assignments primarily executed in black and white, students develop an understanding and appreciation of the possibilities of the design vocabulary. Assemblage and paper construction are introduced to assist in the development of hand skills.

CD 116 — Design Studio Intensive I

3 credits; 6 lab hours

For one-year Communication Design Foundation students. Through a series of hands-on construction projects, students translate the concepts of point, line, plane, and form into two- and three-dimensional designs. They learn the possibilities of design vocabulary, execute various drawing and painting exercises, and develop hand skills.

CD 122 — Digital Layout I

2 credits; 1 lecture and 2 lab hours

Traditional studio skills, typography, and computer techniques are explored in order to create printed pieces using InDesign. Students learn to plan and produce files for printing.

CD 123 — Basic Bookbinding

1.5 credits; 3 lab hours

Students work hands-on to create book structures. Different bookbinding methods are explored, such as non-adhesive structures, accordions, sewing, and case-bound books, with an emphasis on craft and the proper use of materials.

CD 124 — Vector Graphics

2 credits; 1 lecture and 2 lab hours

An emphasis on the basic technical aspects of the latest graphic software programs and how they may be utilized to fulfill the graphics component of specific project requirements. Students are also introduced to FIT's online resources and printing capabilities.

CD 126 — Digital Graphics Intensive I

2 credits; 4 lab hours

For one-year Communication Design Foundation students. This course is an in-depth overview of Adobe Illustrator and InDesign, basic Photoshop, and an introduction to FIT online, labs and printing resources. Emphasis is on the technical aspects of each program and use of these programs in tandem.

CD 134 — Capturing Creativity

2 credits; 1 lecture and 2 lab hours

Students document their experience, developing ideas and questions, with an emphasis on writing, drawing, and critical evaluation.

CD 173 — Typography I

2 credits; 1 lecture and 2 lab hours

In this introductory course, students understand the principles of typography and how to use it effectively in their design work. Visual and technical aspects of typography and its history are explored.

CD 201 — Computer Typesetting and Design

2 credits; 1 lecture and 2 lab hours

Introduces the Macintosh computer system as a typesetting and graphic design tool. Through hands-on experience, students develop a working knowledge of hardware and software applications.

CD 215 — Design Studio II

3 credits; 6 lab hours

Using the same design language introduced in CD 115, this class focuses on three-dimensional explorations. Through a series of projects with multiple components, students learn how design influences perception and the interrelationship between visual messages and craft.
Prerequisite(s): CD 115 and CD 173.

CD 216 — Design Studio Intensive II

3 credits; 6 lab hours

For one-year Communication Design Foundation students. Students learn how design influences perception by exploring the concepts of scale and dimension through modelmaking and drawing. They participate in a capstone group project that incorporates interdisciplinary principles emphasizing creative, conceptual, and professional development, which is presented to faculty and industry professionals.
Prerequisite(s): CD 116 and CD 173.

CD 217 — Capstone Design Studio

3 credits; 6 lab hours

This capstone course emphasizes creative, conceptual, and professional development through research, concept development, and a final project with a formal presentation to faculty and industry professionals.
Prerequisite(s): AD 216, DE 216, GD 216, and PK 216.

CD 222 — Digital Layout II

2 credits; 1 lecture and 2 lab hours

This course is a continuation of CD 122. Using InDesign, students master the essential elements of design, typography, and image control, including color separations and printing.
Prerequisite(s): CD 122.

CD 223 — Introduction to InDesign

2 credits; 1 lecture and 2 lab hours

Using the Adobe InDesign page layout program, students master the essential elements of design, typography, and image control, and learn to integrate other Adobe applications to enhance their designs.

CD 224 — Digital Imaging and Narrative

2 credits; 1 lecture and 2 lab hours

Introduction to digital imaging and storytelling techniques using Adobe Photoshop. Creation of sophisticated composite imagery emphasizing image manipulation, proper scanning, color modes, color correction, pixel dimensions, and output for web and print.
Prerequisite(s): CD 124.

CD 225 — Introduction to Digital Layout Design

2 credits; 1 lecture and 2 lab hours

Provides an overview of the latest layout software program and how it is utilized by the industry. Emphasis is placed on software features and functions, including typography, page layout, image control, and file preparation.
Prerequisite(s): CD 224.

CD 226 — Digital Graphics Intensive II

2 credits; 4 lab hours

For one-year Communication Design Foundation students. This course introduces the essential techniques of Adobe Photoshop and builds upon CD 126 by utilizing InDesign skills at an advanced level. Focus includes image manipulation using Photoshop and other applications in tandem. Emphasis is on image adjustments and refinements, images in layouts with typography, file preparation and output to multiple platforms.
Prerequisite(s): CD 126.

CD 232 — Visual Language

2 credits; 1 lecture and 2 lab hours

Students learn to create graphic images and symbols that communicate ideas and expand their graphic vocabulary. Students analyze visual messages and interpret and create meaningful ideas.
Prerequisite(s): CD 235.

CD 234 — Color Studies

2 credits; 1 lecture and 2 lab hours

Students develop a thorough understanding of color and color theory, exploring all aspects of color that pertain to paint, light, print, and digital displays. Also addressed are general principles, terminologies, and digital color management.

CD 235 — Design History

3 credits; 3 lecture hours

This course brings a historical perspective to the design experience, introducing concepts, movements, artists, and technologies that have shaped and changed design. Students undertake analysis and research, collect imagery, and write effectively about design.

CD 261 — Portfolio Development

1.5 credits; 3 lab hours

For nondegree students seeking to create Communication Design, Advertising Design, Graphic Design, Packaging Design, or Visual Presentation and Exhibition Design portfolios. Students build and define their portfolios to a level that is appropriate to their objectives, including college degree program admission or professional employment or advancement. In addition to portfolios, the course includes analysis of student's goals and writing and design of resumes and business cards.

CD 271 — Designing with Type

1.5 credits; 3 lab hours

Concentrates on solving design problems through the use of type and letter forms. Emphasizes rendering in a variety of media.

CD 273 — Typography II

2 credits; 1 lecture and 2 lab hours

Students deepen their knowledge of typography through practical and experimental typographic design exercises. A variety of ways of understanding the expressive nature of letterforms and typographic design are explored.
Prerequisite(s): CD 173.

CD 322 — Design Process Technology

2 credits; 1 lecture and 2 lab hours

Students explore grid systems that will assist in processing more complex typographic information. Students increase composition skills and typographic knowledge.
Prerequisite(s): CD 225 or CD 226.

CD 351 — Creating an Illustration Portfolio for the Web

2 credits; 1 lecture and 2 lab hours

Students are introduced to a basic level of web design and production. Students learn the fundamentals of website layout, navigation, and various ways to develop a web grid using software such as Dreamweaver. The goal is to develop a site structure that houses the student's portfolio.
Prerequisite(s): IL 125.

CD 371 — Advanced Typography I

1.5 credits; 3 lab hours

Explores solutions to advanced typographical problems involving typographic origins, forms, and communication. Both hand and computerized typography are developed.
Prerequisite(s): CD 216 or CD 217.

CD 372 — Advanced Typography II

1.5 credits; 3 lab hours

This course presents a comprehensive study of typographic applications and principles of text, grids, ligatures, and letterform development.
Prerequisite(s): CD 371.

CD 373 — The Convergence of Type and Image

2 credits; 1 lecture and 2 lab hours

Photography students learn to combine typography and photographic imagery to create promotional materials for a photography exhibit. Adobe InDesign is used.
Prerequisite(s): PH 274.

CD 441 — Broadcast Design

2 credits; 1 lecture and 2 lab hours

Guides students through the process of creating successful time-based design projects - which may be disseminated or broadcast via digital networks. Elements of motion, sound, and interactivity are introduced and experimentation with nontraditional design solutions is encouraged.
Prerequisite(s): CD 126 or CD 224 or CG 211.

CD 442 — Senior 3D Presentation Design

1.5 credits; 3 lab hours

Students explore the creative process specific to exhibition design in three dimensions. Using three-dimensional graphic design, multimedia, and audiovisuals, they design a custom system as a communications tool.
Prerequisite(s): AD 494.

CG: Computer Graphics

CG 111 — Survey of Computer Graphics

1 credit; 1 lecture hour

Students are exposed to a broad array of software environments and concepts that they may encounter in real-world collaborative environments as well as higher-level courses. This course is suggested as a companion to first-level computer-based studio courses.

CG 121 — Applications of Social Media

2 credits; 1 lecture and 2 lab hours

Students explore the tools and applications of social media and the implications of their use. Best practices and supporting research are also addressed, as well as the dynamics of group collaboration, experienced through class projects and online collaboration tools.

CG 211 — Computer-Assisted Design

2 credits; 1 lecture and 2 lab hours

Paint- and image-processing software (Photoshop) is used as an artist's tool to solve basic design problems and create original, innovative work. Emphasis is on exploring the visual elements inherent in good design.

CG 212 — Introduction to 3D Computer Modeling

2 credits; 1 lecture and 2 lab hours

The theory and concepts needed to understand and construct 3D models are introduced. Focus is on acquiring the techniques used to create 3D models and how to apply real-world effects to their work through material application and lighting. Software: 3ds Max.
Prerequisite(s): CG 211 or PH 272 or IL 125 or CD 251.

CG 213 — 2D Computer Animation

2 credits; 1 lecture and 2 lab hours

Focus is on 2D animation, design, compositing, and production issues using Adobe Photoshop and After Effects applications.

Prerequisite(s): CG 211 or IL 125 or PH 272 or CD 251.

CG 214 — Web Page Construction

1.5 credits; 1 lecture and 1 lab hour

Students learn to construct and implement web pages, from content creation through production. Current HTML and state-of-the-art graphical web designing software, such as Dreamweaver, is discussed, demonstrated, and used to create deliverable web pages.

Prerequisite(s): CG 111 or PH 114 or TD 111, or approval of chairperson.

CG 221 — Design and Authoring for Interactive Media I

2 credits; 1 lecture and 2 lab hours

Introduction to designing for interactive media using current scripting languages to produce finished projects, including websites, games, and animation for various delivery media including mobile devices. Importing various kinds of graphics, video, animation, special effects, and sound is explored.

Prerequisite(s): CG 111.

CG 224 — Programming for Artists

2 credits; 1 lecture and 2 lab hours

Computer programming for designers and artists using open-source programming language. Students, with no prior experience, learn to write their own programs using graphics and interactions to master basic programming concepts. Examples will be shared that highlight the increasing interaction between programming and real-world art and design projects.

CG 225 — Introduction to Game Design

2 credits; 1 lecture and 2 lab hours

In this introduction to game design, students are guided through a step by step process of creating 2D/3D games using a gaming engine. They learn about plot and character development, graphics and materials, level design, visual programming and developing playful experiences. CG 212 or equivalent 3D modeling skills.

Prerequisite(s): CG 212 or equivalent 3D modeling skills.

CG 251 — Digital Editing for Film and Video

2 credits; 1 lecture and 2 lab hours

The concepts involved in editing video and animation are explored with an emphasis on telling a story through the editing process. Students learn how to assemble audio and video elements and gain studio experience in managing media assets, nested timelines, and basic workflow procedures. Use stock footage or provide own camera.

CG 299 — Independent Study in Computer Graphics

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

CG 311 — 2D Computer Image Generation

2 credits; 1 lecture and 2 lab hours

This advanced image-processing course builds on concepts introduced in previous courses. Sophisticated tools are explored and applied in individual projects. Software: Adobe Photoshop.

Prerequisite(s): CG 211 or IL 125 or PH 272 or approval of instructor.

CG 312 — 3D Computer Modeling and Rendering

2 credits; 1 lecture and 2 lab hours

This course focuses on building 3D models for use in 3D animation. Students explore standard and advanced construction and rendering techniques as they complete assignments and creative projects. Software: 3ds Max.

Prerequisite(s): CG 212.

CG 314 — Programming Concepts

2 credits; 1 lecture and 2 lab hours

Languages used in computer graphics and interactive design, are presented, with emphasis on current scripting languages. JavaScript (or other current language) is used to present concepts such as variables, objects, properties, data flow, and control.

CG 321 — Design and Authoring for Interactive Media II

2 credits; 1 lecture and 2 lab hours

Advanced Concepts for Interaction Design are explored using current, open source game engines. Planning and Scripting are emphasized, as well as a consideration of overall graphic, sound and human interface design to produce Interactive projects, environments and games.

Prerequisite(s): CG 221

Corequisite(s): CG 341.

CG 322 — Interface Design

2 credits; 1 lecture and 2 lab hours

This in-depth study of the field of interaction design and the concepts of interface design focuses on principles that are central to creating usable applications and effective, intuitive and consistent user experiences.

Prerequisite(s): CG 321.

CG 341 — 3D Modeling and Animation

2 credits; 1 lecture and 2 lab hours

Focusing on the creative process involved in constructing and animating 3D models, students explore the fundamental techniques for lighting and composing models and adding shaders to produce a specific mood, feeling, or expression.

Prerequisite(s): CG 212 or approval of chairperson

Co-requisite(s): CG 346.

CG 342 — Advanced 3D Computer Modeling

2 credits; 1 lecture and 2 lab hours

Students focus on techniques for planning and executing complex models, particularly animation-ready biomorphic characters. Analysis of the numerous variables that affect how successfully a model will perform in production provides a solid foundation for students to begin building 3D characters and preparing them for 3D animation.

Prerequisite(s): CG 341.

CG 344 — History of Animation

3 credits; 3 lecture hours

Students examine the work of pioneering contributions to the moving image on film that led to the invention of film animation techniques. The history of traditional animation and visual effects puts modern computer animation techniques in a larger historical context. Early inventions and innovations by magicians and artists prior to the 20th century are studied.

CG 345 — 3D Computer Animation

2 credits; 1 lecture and 2 lab hours

The fundamental building blocks of 3D animation are examined, and the traditional animation principles as they apply to computer animation are studied. Students learn to analyze motion and the devices of anticipation, reaction, overlapping motion, and squash-and-stretch to add clarity and strength to sequences.

Prerequisite(s): CG 341, CG 346, and CG 351.

CG 346 — Principles of Animation I

2 credits; 3 lab hours

Through a series of short projects using 2D animation software and a digitizing tablet, students learn how to apply the classical Disney principles of animation to their work. All phases of animation production are covered, with ongoing discussion and analysis of the work in progress. Students critique, refine, and improve the resulting animations.

Prerequisite(s): CG 212

Co-requisite(s): CG 351 and IL 302.

CG 351 — Storyboarding and Storytelling

2 credits; 1 lecture and 2 lab hours

Students create stories for animation by taking the first step: organizing their images in a sequence to create a storyboard. They learn the importance of the storyboard and script in planning a character animation and focus on the conceptual development of an expressive animated short.

Prerequisite(s): CG 213 or approval of chairperson

Co-requisite(s): CG 346 or approval of chairperson.

CG 352 — Music and Sound Design

2 credits; 1 lecture and 2 lab hours

Students learn to generate, manipulate, edit, and integrate sound into animation, video, and interactive projects using appropriate hardware and software. They plan and complete projects that incorporate sound as an integral part of the process.

Prerequisite(s): CG 321

Co-requisite(s): CG 345.

CG 353 — Motion Graphics

2 credits; 1 lecture and 2 lab hours

This course provides a range of experiences with 2D motion graphics as it applies to the commercial and post-production industries as well as topics important to 3D compositing and Effects work. Adobe After Effects is the primary software used, though other Adobe Creative Suite programs may also be utilized.

Prerequisite(s): CG 321 and CG 341

Co-requisite(s): CG 345 and CG 352.

CG 421 — Interactive Project Design

3 credits; 2 lecture and 2 lab hours

This course covers state-of-the-art visual concepts for interactive projects and game design using various media and delivery systems. Good user interface design and top-down design are emphasized through group projects.

Prerequisite(s): CG 322.

CG 422 — Interactive Production

2.5 credits; 5 lab hours

In a simulated real-world production environment, students design and produce an interactive project or game for various delivery media. Constraints such as budget, schedule, choice of tools, revisions, scaling down, and tracking the process of development are considered.

Prerequisite(s): CG 421.

CG 441 — Advanced 3D Animation

2 credits; 1 lecture and 2 lab hours

A full investigation of the potential of the keyframer and related 3D animation issues is covered. Techniques related to subtle animation control and animation rendering, including compositing, inverse kinematics, advanced morphing, special effects, and an in-depth analysis of lighting and camera, are discussed. Students plan and execute related projects.

Prerequisite(s): CG 342 and CG 345

Co-requisite(s): CG 451.

CG 442 — Animation Production

2 credits; 1 lecture and 2 lab hours

The methodologies and problem-solving techniques used by the 3D animator in a production environment are presented. Storyboarding, task assignments, and fully modular project designs are completed. Topics include advanced storyboard synchronization, detailed camera cut/movement planning, detailed lighting effects, multi-layered processing, and incorporation of imagery/animated maps generated by external software and rotoscoping.

Prerequisite(s): CG 441 and CG 451.

CG 446 — Principles of Animation II

2 credits; 1 lecture and 2 lab hours

Using a fully rigged 3D character, students study advanced topics in animation, focusing on an in-depth analysis of motion. Through the use of function curves, spacing, and keyframe techniques, they refine their thesis work-in-progress.

Prerequisite(s): CG 346

Co-requisite(s): CG 441 and CG 491.

CG 451 — Computer-Assisted Post-Production

2 credits; 1 lecture and 2 lab hours

Video and animation projects are brought to completion through an understanding of the postproduction process. Studio experience focuses on hands-on skills using non-linear editing and compositing software. Students gain insight into the film editor's role in the postproduction process and learn how to lay out projects for successful posting.

Prerequisite(s): CG 345

Co-requisite(s): CG 441.

CG 452 — Music Production for Interactive and Animation Thesis Projects I

2 credits; 1 lecture and 2 lab hours

Students produce an audio track that encompasses the mechanics of sound and sound design for their own interactive or animation thesis projects. Through sound production, they gain insight into the components needed to construct a sound track that provides depth and excitement to the visual product.

Prerequisite(s): CG 352

Co-requisite(s): CG 441 and CG 491.

CG 453 — Music Production for Interactive and Animation Thesis Projects II

2 credits; 4 lab hours

Building upon previously designed audio tracks, students progress from theoretical discussion to a practical application of the power of the audio track to their individual work. Through a hands-on approach, they design and apply an accurate sound layer to a thesis project.

Prerequisite(s): CG 452 "Co-requisite(s): CG 422, CG 442, and CG 492.

CG 491 — Senior Project Planning

2 credits; 0 lecture and 4 lab hours

The senior project is planned and formal storyboard and written proposal are executed. Students work with the faculty member to develop concept and storyboard for short animation or interactive media project to be completed in the final semester.

Co-requisite(s): CG 421 and CG 441.

CG 492 — Senior Project

3 credits; 2 lecture and 2 lab hours

The aspects of creating and researching a thesis project are emphasized from the written proposal and storyboard to the thesis itself, including a short individual animation or interactive project. Projects are discussed and critiqued throughout the various developmental stages.

Prerequisite(s): CG 491.

CG 499 — Independent Study in Computer Graphics

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

CH: Chinese

CH 111 — Chinese I

3 credits; 2 lecture and 2 lab hours

This introductory course enables students with no background in Mandarin Chinese to communicate with Mandarin Chinese-speaking people. The basic skills of speaking, reading, and writing in Chinese are established and the cultures where Mandarin Chinese is spoken are introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

CH 112 — Chinese II

3 credits; 2 lecture and 2 lab hours

Students expand upon the skills established in Chinese I and continue to study the cultures where Mandarin Chinese is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): CH 111 or equivalent.

CH 122 — Chinese Conversation I

3 credits; 3 lecture hours

Students learn to converse in Mandarin Chinese by emphasizing interaction in real-world situations. Functional and practical verbal communications are addressed, with a focus on the cultures where Mandarin Chinese is spoken.

Prerequisite(s): CH 111 or equivalent. (G8: Foreign Language).

CH 213 — Chinese III

3 credits; 2 lecture and 2 lab hours

This intermediate course is designed to review and refine students' communication skills in Mandarin Chinese. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where Mandarin Chinese is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): CH 112 or equivalent.

CH 214 — Chinese IV

3 credits; 2 lecture and 2 lab hours

Building on Chinese III, students refine their communication skills in Mandarin Chinese. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where Mandarin Chinese is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): CH 213 or equivalent.

CH 223 — Chinese Conversation II

3 credits; 2 lecture and 2 lab hours

Conversational ability in Chinese is further developed and refined by emphasizing interaction in real-world situations. Advanced functional and practical verbal communications are addressed along with a focus on Chinese culture. Multi-media labs provide students with the opportunity to workshop and hone all new grammatical, syntactical, and oral/aural skills, as well as cultural competencies acquired in lectures.

Prerequisite(s): CH 112 or CH 122 or equivalent (G8: Foreign Language).

CH 299 — INDEPENDENT STUDY CHINESE

1-3 credit

CH 499 — Independent Study in Chinese

1-3 credit

CL: Fashion and Culture of the World

CL 112 — Faces and Places in Fashion

2 credits; 2 lecture hours

Students are introduced to prominent industry professionals, including executives, designers, and marketers, who discuss their trade, experience and perspective on the business. Part presentation, part Q&A, this class is an opportunity for students to connect to the pulse of the fashion and related industries in an open, conversational setting. Students also participate in course-related events to bridge in-class discussions with real-world experience.

CL 131 — Fashion in France and Italy (summer only)

3 credits; 3 lecture hours

Compares fashion in France and Italy through visits to French and Italian couture and ready-to-wear establishments, fashion accessory houses, fabric mills, design studios, and museums.

CM: Cosmetics and Fragrance Marketing

CM 023 — Cosmetic Product Knowledge Lab

1 credit; 2 lab hours

Through laboratory and evaluation activities, students learn how cosmetics look, feel, and smell individually and when combined. In the studio, they compound products and begin to evaluate marketed cosmetics.

Prerequisite(s): CM 341

Co-requisite(s): CM 323.

CM 024 — Fragrance Knowledge Lab

1 credit; 2 lab hours

Through laboratory and evaluation activities, students learn how fragrance raw materials smell individually and when combined. Trained in the studio, they compound fragrances and learn to evaluate both fine fragrances and fragrances used in functional products.

Prerequisite(s): SC 046 and SC 146

Co-requisite(s): CM 424.

CM 251 — The Business of Beauty 360°

3 credits; 3 lecture hours

An introductory course which will provide students with a dynamic overview of the global beauty industry. Students will gain an understanding of the different sectors of the business and will experience through assignments, Harvard business case studies, in class exercises, and field trips, the many unique aspects of beauty as a business. Prominence will be given to the history of the beauty industry, the distinctive aspects of beauty marketing, and the role of cultural differences, which mold the business of beauty throughout the world.

CM 323 — Cosmetic Product Knowledge

2 credits; 2 lecture hours

Students learn how cosmetics are created and manufactured for the marketplace and study the natural and synthetic raw materials used in the process. The marketability of cosmetics and regulatory issues in today's cosmetics business are also examined.

Prerequisite(s): SC 149 and CM 341

Co-requisite(s): CM 023.

CM 341 — Cosmetics and Fragrance Marketing

3 credits; 3 lecture hours

Students learn the basic principles of marketing for the cosmetics and fragrance industry. Global and external factors, corporate capabilities, product need, planning, promotion, and launch are considered.

CM 351 — The European Cosmetics and Fragrance Industries

3 credits; 3 lecture hours

Students develop a firsthand understanding of the cosmetics and fragrance marketing process from the European perspective. Issues in product development, production, and retail marketing strategies are addressed through on-site visits to world-renowned manufacturers, suppliers, and retailers. Approximately three weeks in June.

Prerequisite(s): approval of instructor.

CM 401 — Environmental Fragrances for Non-CFM Majors

2 credits; 1 lecture and 2 lab hours

This course will introduce students to the role of scent in multiple CPG categories. It will provide an in depth knowledge of these product categories, the companies that produce them. and the role of sustainability and CSR. Students will be design and evaluate functional fragrances, incorporating them into finished products, and running sensory evaluation studies and stability tests on them.

CM 423 — Cosmetic and Fragrance Product Development Workshop

3 credits; 3 lecture hours

Through a workshop format, students develop and implement strategies to create products in the cosmetics and fragrance industries. Emphasis is on determining the need for new entries in the market and the interdepartmental teamwork required to successfully launch a company's product.

Prerequisite(s): CM 323, CM 341, and CM 424.

CM 424 — Fragrance Knowledge

2 credits; 2 lecture hours

Learning about olfaction and the role played by the sense of smell, students examine how fragrances are created and manufactured for the marketplace. Natural and synthetic raw materials used in the manufacture of fragrances are studied. Students train in the classification of fragrances into odor families, evaluate the marketability of fragrances, and review the regulatory issues related to the business.

Prerequisite(s): SC 046 and SC 146

Co-requisite(s): CM 024.

CM 425 — Environmental Fragrancing

3 credits; 3 lecture hours

This course provides a historical background in environmental fragrancing from its spiritual origins in the ancient world to its current market status. Students develop a knowledge of technical terminology and become familiar with home fragrance delivery systems and fragrance types used for environmental fragrances.

CM 442 — Global Brand Management in Cosmetics and Fragrance

3 credits; 3 lecture hours

This course builds upon knowledge learned in CM 341 and focuses on the key components required to successfully manage a cosmetics or fragrance brand in a global environment. Topics include forecasting, planning, inventory management, global launch strategies, commerce partner selection, and growing profitability.

Prerequisite(s): CM 341.

CT: Creative Technology

CT 200 — Content Design and Research for Artists

2 credits; 1 lecture and 2 lab hours

This course introduces fundamental design research methods, including content design principles. Students develop thoughtful content and effective presentation skills through the process of content design. Creative outcomes include physical and digital designs.

CT 244 — Introduction to Web Design

2 credits; 1 lecture and 2 lab hours

Students acquire a fundamental understanding of internet technology and attain basic web design skills. Topics addressed include hypertext markup language, cascading style sheets, digital imaging for the web, email marketing and the principles of web design.

Prerequisite(s): CD 126, CD 224 or CT 200.

CT 300 — Typography for Digital Content Design

2 credits; 1 lecture and 2 lab hours

Focuses on fundamental typographic elements, theories, and skills unique to screen-based media that enable students to create holistic and experiential typographic designs which move beyond the limitations of print. Touch-screen-based typographic layouts and responsive editorial design principles and techniques will be explored. Expressive screen-based typography experimentations, including the integrations of type, sound, motion, and interactivity are included.

Prerequisite(s): CD 273 or CT 200.

CT 301 — Intro to Dynamic Environments

3 credits; 2 lecture and 2 lab hours

This course introduces processes and principles for designing dynamic, site-specific experiences through combinations of textual, visual, and other sensory information such as sound and movements. Students use physical and virtual construction techniques that support brand strategies and technology specifications. They develop dynamic experience strategies in specific places and spaces, while identifying effective technologies based on both on-site and design approaches.

Prerequisite(s): DE 216.

CT 302 — Digital Product Design I

2 credits; 1 lecture and 2 lab hours

Students are introduced to the iterative process of digital product design. They develop lateral thinking skills and create design prototypes. Through lectures and hands-on exercises, students develop skills and knowledge necessary for a digital product designer.

Prerequisite(s): CT 300.

CT 321 — Print and Digital Production

2 credits; 1 lecture and 2 lab hours

This course introduces students to digital production techniques from print to the web. Students learn the concepts and techniques important for preparing digital files for a variety of media, which include traditional printing press, hybrid PDF documents for screen and digital printing, and digital documents on the internet.

Prerequisite(s): CT 244.

CT 331 — Media Integration for Photo and Video

2 credits; 1 lecture and 2 lab hours

Students learn how to use time and movement to engage viewers and create meaningful communication with the effective integration of digitized still images, video footage, typography, color, and sound.

CT 341 — Design for Web-based User Interface

3 credits; 2 lecture and 2 lab hours

This course introduces guidelines, practices, and methodologies of web-based user interface (UI) design. Through lecture, discussion, research activities, hands-on demonstrations, and workshops, students learn interface design techniques, skills, and expand their understanding of the creative potential of web-based media.

Prerequisite(s): CT 321.

CT 371 — Introduction to Kinetic Typography

3 credits; 2 lecture and 2 lab hours

This class introduces all aspects of Kinetic Typography which is the technical name for "moving text." The text content is presented over time to convey meaning, evoke a particular emotion, and visually direct attention in manners that are beyond the capability of static media such as paper-based magazine or poster.

Prerequisite(s): CT 244.

CT 372 — Typography for Digital Product Design

2 credits; 1 lecture and 2 lab hours

This course explores diverse typographic issues related to screen-based communication. It focuses on new typographic principles and design elements for screen-based media. Topics covered include readability, on-screen legibility, modular type scales, hierarchy and structure for responsive layout, amplifying meaning and intent through typographic experience, sequence and flow of reading on digital devices, visual system for interactive design projects and wayfinding for screens.

Prerequisite(s): CT 300.

CT 400 — Digital Product Design II

2 credits; 1 lecture and 2 lab hours

Students are introduced to advanced digital product design concepts. They develop branded interactions and design digital product campaigns that use the Principles of Contagiousness.

Prerequisite(s): CT 302.

CT 411 — Design and Interaction

2 credits; 1 lecture and 2 lab hours

This course emphasizes the human-centered design process and introduces principles fundamental to interaction design. Key topics include communication theory, user research and concept evaluation methods, visualization and navigation through information spaces, time-based information, paper prototyping, and usability testing.

Prerequisite(s): CT 244 or approval of instructor.

CT 412 — Content-centric App Design

2 credits; 1 lecture and 2 lab hours

This digital design course introduces all the fundamental design principles and skills for Content-centric App Design. Students study and devise techniques of revealing content to a viewer, from pacing, composition, comfort of reading, chunking information to incorporating inter-activities and merging rich media content with textural content.

Prerequisite(s): CT 300.

CT 431 — Introduction to User Experience Design

2 credits; 1 lecture and 2 lab hours

Students gain an understanding of the elements of user experience design. This knowledge is essential for enabling students in graphic and advertising design to work as productive members of any creative team.

Prerequisite(s): CT 300.

CT 432 — Self Promotion and Digital Portfolio

2 credits; 1 lecture and 2 lab hours

A well-defined and executed self-promotion strategy is critical to the success of any visual artist. This course introduces students to the skills, technologies, and art of self-promotion in the age of digital media.

Prerequisite(s): CG 121 or approval of instructor.

CT 441 — Creative Technology Lab

2 credits; 1 lecture and 2 lab hours

Students study specialized technology-based design in the areas of their own interests, and develop innovative design solutions. The instructor guides them to discover new possibilities, enabled by the use of technology. In a peer-to-peer learning environment, students embrace technology and use it as a source of inspiration. Prior to registering, students meet with the course coordinator to discuss their personal plan of study and to insure they are technically prepared.

Prerequisite(s): Approval of Instructor.

CT 499 — INDEPENDENT STUDY FOR CT

1-3 credit

DD: Design Division Studies

DD 100 — FIT/MIT: INTRDIS INNV DESN TEX

0 credits

DD 114 — Creativity and Aesthetics

2 credits; 1 lecture and 2 lab hours

Teaches non-designers, the designer viewpoint including how visual thinking applies to design strategies. Knowledge and skills from this course will enable them to effectively partner or collaborate professionally, either as business developers, retail managers, account managers, or strategic planners.

DD 115 — Design Management Collaboration

2 credits; 1 lecture and 2 lab hours

Teaches non-designers interested in product development, merchandising, architecture, promotion design and experience design, collaborative design management and how it applies to different disciplines. Utilizes individual research and team building projects that develop collaboration and communication skills.

DD 116 — Design Process

2 credits; 1 lecture and 2 lab hours

Teaches non-designers how to integrate design and business processes. An exploration of strategies that enhance the conceptualization, development and execution of design projects. Trend setting approaches and innovative methods used by organizations managing the design process across industries are examined.

DD 117 — Digital Documentation and Presentation

2 credits; 1 lecture and 2 lab hours

This course prepares the student to refine an original idea and communicate a concept through a series of visual-based and text-based projects. It is founded on developing then enhancing the student's ability to originate critical thinking though a process-driven, visually based sequence of planned events that generate a predictable outcome. The course is directed toward non-designers, working in teams, whose choice of industry may embrace a wide range of disciplines to include design, manufacturing, branding, publication, transportation, fashion, engineering, account management and education.

DD 118 — Environments and Experiences

2 credits; 1 lecture and 2 lab hours

The main objective of this course is to introduce students to the designed environment and intended experiences by exploring different physical spaces. This course will focus on historic and cultural references and design philosophies, as well as visual and verbal design communication skills. This course is oriented towards non-designers who are intending to work in the design industry or with designers, either as business developers, accounts and marketing managers, or strategic planners.

DD 231 — Color Production Techniques for Digital Prepress

2 credits; 1 lecture and 2 lab hours

Students learn how to prepare digital files to simplify the complexities of prepress and ensure quality of final output. The relationship between creative vision, what is seen on the screen, and the realities of the printed piece is explored.

Prerequisite(s): CD 322.

DD 299 — Independent Study in Design Division Studies

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

DD 499 — Independent Study in Design Division Studies

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

DE: Visual Presentation and Exhibition Design

DE 101 — Principles of Display and Exhibit Design: Small Scale

2 credits; 1 lecture and 2 lab hours

For students not majoring in Visual Presentation and Exhibition Design. Basic hands-on display methods used in visual merchandising and an understanding of two- and three-dimensional design practices and materials.

DE 102 — Principles of Display and Exhibit Design: Large Scale

2 credits; 1 lecture and 2 lab hours

The introduction to and hands-on creation of large-scale displays using mannequins, fashions, and props.

DE 123 — Design and Rendering I

2 credits; 1 lecture and 2 lab hours

Principles of display drafting and rendering, including drafting of floor plans and elevations, are presented. Introduces perspective drawing as a means of expressing design concepts.

DE 124 — Design and Rendering II

2 credits; 1 lecture and 2 lab hours

Students are introduced to conceptual design development, incorporating visual adaptation in one- and two-point perspective drawing for retail, trade show, and exhibition presentations.
Prerequisite(s): DE 123.

DE 125 — CAD for Visual Presentation

2 credits; 1 lecture and 2 lab hours

This course introduces two-dimensional computer drafting. Using Vectorworks, students draw plans and elevations for visual presentation and exhibition design projects.
Prerequisite(s): DE 123 and DE 141 or approval of chairperson.

DE 131 — Studio Design: Product Presentation

2 credits; 1 lecture and 2 lab hours

Course introduces contemporary display techniques, equipment, and materials for designing three-dimensional product presentations within the retail environment.

DE 133 — Advanced Studio Design: Product Presentation

2 credits; 1 lecture and 2 lab hours

Using mannequins, students conceive, design, and execute fashion presentations thematically coordinated with large-scale product presentations.
Prerequisite(s): DE 131.

DE 141 — Display Graphics I

2 credits; 1 lecture and 2 lab hours

Students are introduced to the role of graphics in the display and exhibit design field. The importance of typography as the root of visual communication is explored using the Macintosh platform as the graphic design tool.

DE 142 — Display Graphics II

2 credits; 1 lecture and 2 lab hours

Students develop problem-solving and project-management skills by designing a storewide promotion for an upscale retail environment. They design a logo, advertising, signage, and other graphics using digital and traditional design and production techniques. Projects present students the opportunity to further develop their computer skills using Adobe Illustrator, QuarkXPress, and Adobe Photoshop.
Prerequisite(s): DE 141.

DE 143 — Styling for Visual Presentation

2 credits; 1 lecture and 2 lab hours

Through lectures, demonstrations, and studio projects, students explore an array of styling and visual presentation techniques used in a range of media. Assignments include set and prop styling, scouting for locations, styling for celebrities, fashion shows, and video production.

DE 161 — Professional Practices

1.5 credits; 1 lecture and 1 lab hour

Develops an awareness of the cultural influences that shape the creative expression of the designer in the promotion and presentation of consumer products. Field trips and guest lecturers are included.

DE 213 — Exhibition Design

3 credits; 1 lecture and 4 lab hours

Introduces the process of creating exhibitions from conceptualization through design development and presentation. Students learn and apply principles and criteria specific to organizing and conveying information in exhibition environments. Understanding of the principles is demonstrated through proposals that include models, presentation drawings, and other design materials.
Prerequisite(s): DE 125 and DE 236
Co-requisite(s): DE 243.

DE 216 — Foundation in Visual Presentation and Exhibition Design

2 credits; 1 lecture and 2 lab hours

This course introduces students to the multidisciplinary process of visual presentation and exhibition design, incorporating an array of conceptual, visual, and technical considerations for retail, museum, trade show, and related presentation environments.
Co-requisite(s): GD 216.

DE 226 — CAD for Visual Presentation

2 credits; 1 lecture and 2 lab hours

This course presents 3D CAD techniques in Vectorworks, enabling designers to develop and present their concepts in 3D drawings and renderings.
Prerequisite(s): VP 321.

DE 232 — Elements of Visual Merchandising

1.5 credits; 3 lab hours

Presents an overview of how the department store and the small retail shop coordinate their merchandise presentations with their overall design concepts, fixturing, and graphic/signage components.
Prerequisite(s): DE 124 and DE 141.

DE 234 — Point-of-Purchase Display

1.5 credits; 3 lab hours

Introduces the dynamics of the point-of-purchase (POP) display and its impact on the presentation and sale of merchandise. Includes the design and development of POP structural units using graphics/typography and stresses appropriate materials and construction techniques.
Co-requisite(s): DE 236.

DE 236 — Studio Design/Exhibition

1.5 credits; 3 lab hours

The elements of thematic display and exhibition design in commercial and institutional environs are examined. The development of professional concepts, ideology, and skills is stressed.
Co-requisite(s): DE 234.

DE 242 — Display Graphics III

1.5 credits; 3 lab hours

Students create graphic identities for three-dimensional display projects that are worked on concurrently in DE 125 and DE 232. The latest computer software is used to execute design solutions.
Prerequisite(s): DE 142
Co-requisite(s): DE 125 and DE 232.

DE 243 — Exhibit Design Graphics

1.5 credits; 3 lab hours

Students are introduced to large-format graphics in exhibition design. They learn how to develop design concepts, estimate print production budgets, specify materials, and prepare files for both offset print production and as large-format digital graphics. They produce, print, and mount a comprehensive signage system for the final-semester capstone exhibit.

Prerequisite(s): DE 242

Co-requisite(s): DE 213.

DE 251 — Event and Promotion Design

2 credits; 1 lecture and 2 lab hours

The displays and exhibits integral to special events, from one-time extravaganzas to permanent exhibitions, are explored. Students design visual presentations and develop techniques for varied applications, learning material sourcing, budget planning, and installation/strike factors.

DE 262 — Portfolio Development

1 credit; 2 lab hours

Preparation of the portfolio and resume for career placement and/or the establishment of a self-proprietorship.

DE 299 — Independent Study in Visual Presentation and Exhibition Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

DE 301 — Visual Presentation for the Cosmetics and Fragrance Industry

2 credits; 1 lecture and 2 lab hours

The components of visual merchandising related to cosmetic and fragrance marketing are explored. Emphasis is on point-of-purchase promotions, seasonal color palettes, and presentation of product on the selling floor.

DE 302 — Photographic Exhibition Design

2 credits; 1 lecture and 2 lab hours

Students learn how to design, administer, and manage a professional theme-based photographic exhibition. The course focuses on gallery presentation and management with an emphasis on three-dimensional design, culminating in a final exhibition of the students' photography.

DE 401 — Point-of-Purchase Ad/Display

2.5 credits; 1 lecture and 3 lab hours

For Packaging Design students. The dynamics of the packaging/display relationship as a catalyst to the sale of merchandise are presented. Coursework includes the development of point-of-purchase (POP) graphic designs and the techniques, materials, and construction of basic POP ideas.

DM: Direct and Interactive Marketing

DM 211 — Workshop in Direct Marketing

3 credits; 3 lecture hours

Students study direct and interactive marketing principles and practices and develop a multifaceted direct marketing plan.

Prerequisite(s): AC 114.

DM 300 — Direct & Interactive Marketing Principles, Issues, and Application

3 credits; 3 lecture hours

Students examine both the strategic objectives and capabilities of Direct Marketing as a unique tool in the marketing mix. They are challenged to get hands-on experience with Direct Marketing by designing their own Direct Advertising campaigns.

Prerequisite(s): AC 114 or equivalent marketing class.

DM 321 — Database Marketing

3 credits; 3 lecture hours

Students develop a database marketing plan and construct a functioning marketing database using Microsoft Access.

Prerequisite(s): DM 211 or FM 213.

DM 331 — Direct Response Copywriting

3 credits; 3 lecture hours

Students formulate creative strategies and develop direct marketing copy and design in workshop exercises. Students write copy and prepare design layouts for direct mail, catalogues, print ads, radio, TV, and interactive media.

Prerequisite(s): DM 211 or FM 213.

DM 421 — Direct Marketing Finance and Operations

3 credits; 3 lecture hours

Students are introduced to the basic finance and operations practices and procedures unique to direct marketing: financial management principles, math and profit analysis techniques, the process of production and mailing along with order processing, fulfillment, and telemarketing. Successful negotiations with suppliers is covered.

Prerequisite(s): (DM 211 or FM 213) and MA 311.

DM 432 — Direct Response Media Planning

3 credits; 3 lecture hours

Students study the different forms of direct response media and analyze how each is best used. They prepare a comprehensive plan, including budgets, for a hypothetical company's product.

Prerequisite(s): DM 211 or FM 213.

DM 433 — Direct Marketing Communications

3 credits; 3 lecture hours

Students prepare a comprehensive business plan for a start-up direct marketing business. The plan is presented from the perspective of top management seeking capital from investors, and covers administration, staffing, marketing plans, fulfillment, sales projections, and income statement projections.

Prerequisite(s): DM 211 or FM 213.

DM 435 — Internet Marketing

3 credits; 3 lecture hours

Students are introduced to current marketing principles and practices on the internet. The course explores email, the internet, and search engine marketing (SEM) as practical applications used to create direct marketing plans and programs that integrate online and offline strategies. In addition, students study the legal and ethical issues involved in using the internet as a marketing tool.

Prerequisite(s): DM 211 or FM 213.

DP: Draping Techniques

DP 111 — Draping Proficiency I

2.5 credits; 1 lecture and 3 lab hours

Introduces the fundamental principles of developing basic silhouettes of skirts, blouses, bodices, and collars with draping and patternmaking techniques. Use of stripe fabric as it applies to grain line manipulation in design is studied.

DP 112 — Draping Proficiency II

2.5 credits; 1 lecture and 3 lab hours

Studies the characteristics and drapability of fabric and its effect on the development of silhouette and style. Students use draping methods and flat pattern techniques to resolve complex problems in design development.

Prerequisite(s): DP 111.

DP 211 — Draping Proficiency III

2.5 credits; 1 lecture and 3 lab hours

Students utilize advanced draping techniques to analyze style, balance, and proportion. Emphasizes the development of mounted and semi-mounted sleeve designs using a variety of silhouettes as applied to suit and coat styles.

Prerequisite(s): DP 112.

DP 212 — Draping Proficiency IV

2.5 credits; 1 lecture and 3 lab hours

Develops advanced interpretive skills of draping and patternmaking. Students analyze elements that influence pattern development, including market trends, price points, design categories, target markets, and media sources.

Prerequisite(s): DP 211.

EN: English and Communication Studies

EN 121 — English Composition

3 credits; 3 lecture hours

This course encourages students' confidence, writing fluency, and the development of a competent writing self by focusing on the writing process. A number of forms are employed, including brainstorming, freewriting, journal writing, reading response journals, and formal essay writing. Classes are conducted as workshops, and both peers and instructor offer constructive feedback. (G1: Basic Communication)

Prerequisite or Co-requisite: college-level English proficiency as demonstrated by placement test or completion of appropriate ES course(s).

EN 141 — Fundamentals of Communication

3 credits; 3 lecture hours

Students examine principles associated with human communication and its contexts. Specific contexts where communication plays a vital role include interpersonal, intercultural, listening, organizational, small group, verbal, and nonverbal communication. Theoretical concepts and their practical applications are addressed.

EN 200 — Digital Writing

3 credits; 3 lecture hours

Investigates digital writing, ranging from individual artifacts such as memes to complex digital environments such as websites. Students explore digital identity, “slactivism,” remix culture, and other topics through course readings, discussions, and digital composition projects ranging from text-driven blogs to truly multimodal animations, infographics, and videos.

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 201 — Organizational Communication and Workplace Relationships

3 credits; 3 lecture hours

This course explores modes of communication and workplace relationships as they converge to shape organizational behavior. The class cultivates professional communication skills expected in a business environment, especially in creative industries. A prominent component of the course includes city lab assignments capitalizing on FIT’s location in New York City.

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 202 — Women Write New York City

3 credits; 3 lecture hours

This course examines women’s contributions to the creation of NYC as literary construct through analysis of their writings on literature, art and activism. Students will engage the city as literary landscape by visiting spaces and attending events in correlation with the works we study to create their own writing.

Prerequisite(s): EN 121.

EN 203 — Your Digital Life: Online Literacies for a Networked World

3 credits; 3 lecture hours

Students will explore topics from the digital humanities, conceptualizing and developing digital projects using a variety of technologies to promote their progress as students, engaged citizens, and critical thinkers. Students will engage in researching, curating, filtering, and navigating information streams to become networked learners and communicators. (G7: Humanities)
Prerequisite(s): EN 121.

EN 204 — Contemporary US Immigrant Literature: Border Crossings and Migrations

3 credits; 3 lecture hours

This course on contemporary fiction, memoirs and poetry from the mid-1900s to the present focuses on stories of U.S. immigrant experience and border crossing. Students will consider how migration is reflected in literary narratives among overlapping discourses of place, nation, family, gender roles, cultural hybridity, transnationalism, history and ethnicity. (G7: Humanities)
Prerequisite(s): EN 121 or equivalent.

EN 230 — Martial Arts Cinema and its Global Impact

3 credits; 2 lecture and 2 lab hours

This course introduces representational martial arts films, directors and stars from around the world to investigate the transformation, diversification, ongoing appeal and globalization of this evolving genre. Close attention will be paid to formal and stylistic aspects of films as well as their historical, transnational, and socio-cultural contexts.

EN 231 — Short Fiction

3 credits; 3 lecture hours

Students read and analyze stories by authors from around the world. They consider various aspects of narrative and explore different modes of storytelling. The study of short fiction prepares students to read more widely on their own in the future. (G7: Humanities)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 232 — Perspectives on American Literature

3 credits; 3 lecture hours

This course gives students an understanding of the American heritage based on three suggested themes: the Puritan ethos, the American dream, and reevaluation of the dream. Includes readings from such major writers as Dickinson, Faulkner, Fitzgerald, Hawthorne, Melville, Twain, and Whitman. (G7: Humanities)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 233 — Poetry

3 credits; 3 lecture hours

By reading and analyzing a wide range of poems from a variety of time periods and cultures, students are introduced to the literary genre of poetry. Students examine word usage, figures of speech, rhythm and meter, and other poetic devices. Understanding and appreciation of poetry are enhanced by reading criticism and listening to recordings. (G7: Humanities)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 234 — Gay and Lesbian Literature

3 credits; 3 lecture hours

Students read a selection of fiction, poetry, and drama from the mid-19th and 20th centuries and analyze how the texts make use of themes and images such as race, class, gender, sexuality, same-sex desire, homosociality, and the trope of the closet. The construction of, and criteria for, a canon of gay and lesbian literature are considered. Readings are chosen from such authors as Wilde, Whitman, Freud, Hughes, Baldwin, and Rich. (G7: Humanities)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 235 — African-American Literature

3 credits; 3 lecture hours

A survey of the history of African-American literature from slavery to the present is offered. Students read and analyze various genres of African-American literature and are introduced to the social, economic, and political forces that have influenced the writers. Through presentations, critical reading, and analytical writing, students become familiar with the influence of these works on the evolution of world literature. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129.

EN 236 — Major Writers of the Western World

3 credits; 3 lecture hours

Studies major themes in the cultural heritage of the Western world from Greek tragedy to the modern novel. Readings are from such representative writers as Plato, Sophocles, Euripides, Dante, Shakespeare, Austen, Flaubert, Tolstoy, Ibsen, Chekhov, Mann, and Sartre. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 238 — Comedy

3 credits; 3 lecture hours

Studies the nature and characteristics of comedy. Includes an equal consideration of form and meaning. Materials are from such authors as Aristophanes, Shakespeare, Jonson, Moliere, and Congreve, and performers such as Chaplin, the Marx Brothers, and Woody Allen are studied. Includes background readings from such critics as Santayana, Meredith, Frye, Langer, Freud, and Bergson. (G7: Humanities)

Prerequisite(s): EN 121 or equivalent.

EN 241 — Professional Speech Communication

3 credits; 3 lecture hours

Communication theory is discussed and applied to various areas such as verbal and nonverbal communication and listening in professional contexts. Among the activities the course focuses on are interviews and presentations. Videotaping is used to facilitate learning and assessment. (G1: Basic Communication)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 242 — Public Speaking

3 credits; 3 lecture hours

Covers all major aspects of speech preparation, such as formulating purpose statements, analyzing and adapting to audiences, organizing and outlining ideas, assessing evidence and reasoning, and using language effectively. The study of various areas of speech presentation--such as vocal and nonverbal communication, and use of appropriate visuals--complement preparation. Students give a variety of informative and persuasive presentations, which are videotaped and analyzed by the students and the instructor. (G1: Basic Communication)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 243 — Voice and Articulation: Theory and Practice

3 credits; 3 lecture hours

Students learn to apply theories of speech perception and production in order to analyze, modify, and control their voices and articulation so they can communicate more effectively. Exercises in listening, voice, and speech are conducted.

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 244 — Speech Dynamics in Group Communication

3 credits; 3 lecture hours

Studies techniques of effective communication in the group process. Students learn to become more skillful communicators through the use of speech dynamics as applied to the psychology of communication. Group members are involved in controversial discussions as participants and group leaders. Emphasis is placed on the enlightenment and problem-solving types of discussion.
Prerequisite(s): EN 121 or or ES 129 equivalent.

EN 245 — Intercultural Communication

3 credits; 3 lecture hours

Students are introduced to the communication process among people from different cultures. The course examines how factors such as cultural patterns, verbal and nonverbal communication, and perception play a role in intercultural relationships. Theory and research in intercultural communication are presented and students apply this information to intercultural encounters.
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 246 — Interpersonal Communication

3 credits; 3 lecture hours

This course examines interpersonal communication processes that shape human interactions. Various communication situations will be analyzed. Topics discussed include perception, culture, identity formation, nonverbal and verbal communication, listening and conflict resolution.
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 251 — Theater Arts

3 credits; 3 lecture hours

Focuses on appreciation of the theater through the study of dramatic art as it evolves from page to stage. Students study the relationship of drama text to performance through reading, acting exercises, and theater attendance. (G6: Arts)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 253 — Dramatic Literature

3 credits; 3 lecture hours

Surveys dramatic literature and the development of theatrical performance. Focuses on the evolution of the use of theatrical space in the history of theater. Students read representative plays and documents of Greek, Roman, medieval, Elizabethan, Restoration, and 19th- and 20th-century drama. (G7: Humanities)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 257 — Major Movements in Chinese, Japanese, and Korean Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 244. This course is an introduction to major film directors, movements, and genres from China, Taiwan, Hong Kong, Japan, and South Korea. Formal and stylistic aspects of films as well as their historical, transnational, and sociocultural contexts are addressed. Students discuss and write critically about East Asian film. (G7: Humanities; G9: Other World Civilizations)
Prerequisite(s): EN 121 or equivalent.

EN 258 — Introduction to Performance Studies

3 credits; 3 lecture hours

This course provides an overview of the field of performance studies by studying both its interdisciplinary history and its enactment in different kinds of performance-based activities. By analyzing, attending, and creating performance, students come to understand the way performance constructs spectacle and everyday life.
Prerequisite(s): EN 121 or equivalent Gen Ed: Humanities (G7) & The Arts (G6).

EN 266 — Screenwriting I

3 credits; 3 lecture hours

This course is cross-listed with FI 256. This course introduces the practice of writing fiction for the screen, focusing on the short film. In a workshop setting, students explore a range of approaches to the short screenplay, from traditional to innovative, and use examples from a variety of genres and geographical origins. (G6: Arts)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 271 — Literature and History: The Development of American Culture to 1865

3 credits; 3 lecture hours

Students read significant texts from America's cultural development against the background of a narrative of U.S. history through the Civil War. The course surveys a wide variety of literature, from firsthand accounts of slavery to philosophical sources of the U.S. Constitution to early documents in the debate over the role of women in society. (G7: Humanities; G10: American History)

Prerequisite(s): EN 121 or ES 129.

EN 272 — Identity in America: History and Literature, 1865 to Present

3 credits; 3 lecture hours

Students read and interpret literary texts in order to understand the evolution of America's self-images since the Civil War. They explore the cultural context of particular works and how identity manifests itself in literature. Themes examined include regional and ethnic diversity between 1865 and World War I; modernism and expatriation in a context of alienation, loss of faith, and new scientific questions between 1918 and World War II; the civil rights and women's movements through 1980; and multiculturalism, postmodernism, and the implications of technological development and globalization in the last 20 years. (G7: Humanities; G10: American History)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 273 — Literature of India

3 credits; 3 lecture hours

Students examine selected texts from major periods of Indian literature with a focus on the historical context. Throughout the readings, they consider how the interactions of mythical ancient stories, history, culture, and religion are represented. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 274 — Voices of Civil Rights in American History

3 credits; 3 lecture hours

An examination of the evolution of civil rights rhetoric in the history of the United States. Students study civil rights speeches and the political, social, and cultural events that surrounded them. Speeches are analyzed using Aristotle's logic, emotion, and ethics. (G10: American History)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 275 — Literature of the Sixties

3 credits; 3 lecture hours

This course is an introduction to the literature of the cultural and social revolution that took place in the U.S. during the 1960s and early 1970s. Students read a range of fiction, nonfiction, and poetry, and consider aspects of music, film, fashion, and art, focusing on themes and images that reflect this period. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 278 — Science Fiction

3 credits; 3 lecture hours

Students are introduced to the literary genre of science fiction. Attention is paid to the ways this genre addresses human responses to changing technologies and how alien settings are used to address complex cultural issues. Students examine the place of texts in the science fiction canon. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 279 — Women's Writing: 1900 - Present

3 credits; 3 lecture hours

This course examines how women writers construct and analyze their identity through literature. The impact of gender, race, class, sexuality, culture, and other aspects of identity are considered by close reading of a selection of writings by women in the 20th and 21st centuries.

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 280 — Special Topics in English and Communication Studies

0 credits; 0 lecture hours

EN 280A — Special Topics in English – Creativity: Theory and Practice

3 credits; 3 lecture hours

Students discover practices useful in producing innovative work in multiple disciplines through readings, discussion, activities, journal entries, and study of creative achievers. Students will review historical and current theories of creativity, learn to articulate their own processes, consider how identity affects creative practices, and develop strategies for enhancing creative output. (G6: The Arts)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 280B — Special Topics in English:Comparative World Literature– Revolutions, Uprisings and Resistance

3 credits; 3 lecture hours

This course focuses on novels and memoirs that address the development and/or aftermath of revolutionary movements as reflected in modern and contemporary comparative literature. It will introduce students to the study of world literature from a comparative perspective, by examining texts produced across different historical periods and national contexts. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 281 — Chinese Cinema

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 245. Students are introduced to major film directors, movements, and genres from China, Taiwan, and Hong Kong. They discuss and write critically about Chinese film, with close attention paid to the formal and stylistic aspects of film, and their historical, transnational, and sociocultural contexts. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 299 — Independent Study in English or Speech

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

EN 301 — Imaginative Worlds

3 credits; 3 lecture hours

This writing course focuses on fictional world-building, of special interest to creative writers, comics illustrators, filmmakers, animators, and game designers. Inspired by literature and other narrative media, students conceptualize aspects of an imagined world, from its geography to its history to its society as a platform for storytelling. (G6: The Arts)

Prerequisite(s): EN 121.

EN 302 — Gender and Nationalism in World Fiction (Honors)

3 credits; 3 lecture hours

This course explores how gender and nationalism are constructed and reflected in modern and contemporary works of world fiction from the 1900s to the present; focusing on Asia, Asia-Pacific, Middle East, Africa and Latin America. It includes a basic introduction to literary criticism and theories of nationalism, sexuality and gender. Required qualification for Presidential Scholars Program, or 3.5 GPA with approval of Dean for Liberal Arts

Prerequisite(s): EN 121.

EN 303 — Writing Mystery and Crime Fiction

3 credits; 3 lecture hours

This course is designed to examine the craft of crime fiction writing. Students read and analyze short stories in the mystery genre and create a portfolio of their own works. They critique each other's works-in-progress and explore structure, plot, characterization, point of view, atmosphere, and dialogue.

Prerequisite(s): EN 121 or equivalent.

EN 304 — Writing as Activism

3 credits; 3 lecture hours

This course will engage critical analysis of literature and creative nonfiction practice to understand the strategies of a diverse range of authors who use writing as a method of activism. Students will use research, creative expression and analysis through writing to consider their own position on causes relevant to them.

Prerequisite(s): EN 121 or equivalent.

EN 321 — Strategies of Business Communication

3 credits; 3 lecture hours

Students analyze business situations to write effective correspondence, job search materials, reports, and presentations. They also learn various strategies to elicit appropriate responses for specific audiences. Students are guided in techniques of business research and documentation and develop strategies for using available technology.

Prerequisite(s): EN 121 or ES 129 or equivalent, and any additional EN course.

EN 322 — Writing in the Art and Design Professions

3 credits; 3 lecture hours

Art and Design students analyze a variety of professional situations in order to create competitive marketing materials, persuasive presentations, and reader-appropriate correspondence. They also develop strategies for producing effective proposals and briefs through guided research and descriptive writing practice. Students develop strategies for using available technologies.

Prerequisite(s): EN 121 or ES 129 or equivalent, and any additional EN course.

EN 323 — Specialized Writing and Thesis Preparation

3 credits; 3 lecture hours

Art and Design students develop their research, presentation, and writing skills in preparation for their senior thesis projects. They also analyze professional communications, correspondence (electronic messages, memoranda, and letters), promotional materials, basic contracts, and oral reports. Using available technology, students learn to write and speak in a clear, specific, and organized manner.

Prerequisite(s): EN 121 or ES 129 or equivalent, and any additional EN course.

EN 324 — Writing on The Arts

3 credits; 3 lecture hours

Students learn to think and write critically about the primarily non-verbal arts, such as sculpture, painting, architecture and dance. Students learn to place a given art form in a cultural context that interacts meaningfully with their own analysis and insight. Renowned and ground-breaking critics will serve as models for student's work. (G6: Arts and G7: Humanities)

Prerequisite(s): EN 121 or equivalent.

EN 325 — Playwriting

3 credits; 3 lecture hours

Students learn the major elements of playwriting through a variety of exercises and examples. In a workshop environment, they read published plays, and discuss and respond constructively to each other's works-in-progress. Plays are revised and performed at the end of the semester. (G7: Humanities)

Prerequisite(s): EN 121 or Equivalent.

EN 331 — Introduction to Shakespeare

3 credits; 3 lecture hours

Selected poetry and plays are presented from a variety of historical, theatrical, and critical perspectives. Students explore Shakespeare's works in relation to the Elizabethan and Jacobean times in which they were produced. They also consider the works' continuing appeal to readers and audiences of theater and film. (G7: Humanities)

Prerequisite(s): EN 121 or equivalent.

EN 333 — Modern Literature: The Spirit of the 20th Century

3 credits; 3 lecture hours

Emphasizes innovative literary techniques and themes of alienation and social criticism in works by such modern authors as Dostoyevsky, Kafka, T.S. Eliot, Ellison, Sartre, Camus, and Beckett, and by authors from Latin America, Africa, and Asia. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 334 — The Novel

3 credits; 3 lecture hours

Introduces students to the novel as a genre, through the study of selected English, Continental, and American works. Readings are from such representative novelists as Cervantes, Fielding, Austen, Stendhal, Dickens, Dostoyevsky, James, and Hemingway. (G7: Humanities)

Prerequisite(s): EN 121 or equivalent.

EN 335 — Working Women in the United States: 1865 to Present

3 credits; 3 lecture hours

A survey of 150 years of U.S. history and literature through the lens of working women. Students learn the place of women's struggle—as well as their contributions—in shaping America. Economic perspectives are covered, including class and racial differences, as are political and technological changes. (G7: Humanities; G10: American History)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 336 — From Gothic to Horror: Literature of Fear

3 credits; 3 lecture hours

Students are introduced to the aesthetics of gothic and horror literature. The course focuses on the rise of the gothic during the Romantic and Victorian periods, and the way in which dominant motifs in gothic and horror literature speak to larger societal concerns. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 337 — Poetry in a Global Society

3 credits; 3 lecture hours

Students read and discuss poems from many cultures and time periods, examining how poetry helps us understand, develop, repair, and sustain human community in a global society. The course emphasizes close reading, written responses, and a final project.

Prerequisite(s): EN 121 or ES 129 or equivalent Gen Ed: Humanities (G7).

EN 338 — Introduction to Asian American History and Literature

3 credits; 3 lecture hours

This course focuses on significant Asian American literary and historical works by immigrant and US-born authors from the 1800's to the present. Students examine the role important political and social events played in the formation of Asian-American literature, history, and culture in terms of ethnicity, gender, sexuality, and class.

Prerequisite(s): EN 121 or ES 129 or equivalent Gen Ed: Humanities (G7) and American History (G10).

EN 342 — Argumentation and Persuasion

3 credits; 3 lecture hours

Examines the strategies and techniques used to influence the decision-making processes. Students prepare and present persuasive speeches based on principles of argumentation and persuasion. Exercises in debate are also included.

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 343 — Advanced Public Speaking

3 credits; 3 lecture hours

Taught from a mulicultural perspective, this course advances students' ability to create and deliver informative and persuasive presentations adapting to a wide range of audiences and speaking contexts. Focus is placed on research, organization, argumentation, use of multimedia and speaking practice. Presentations are recorded for self-evaluation.

Prerequisite(s): EN 242.

EN 353 — Theater of the Americas

3 credits; 3 lecture hours

This course is an introduction to the theater of the Americas. Students read and discuss U.S. and Latina/o and Latin American theater, its continuities and divergences since the 1960's. Themes studied include trauma, gender violence, and performance, censorship and self-censorship, and the impact of globalization on national identities.

Prerequisite(s): EN 121 or equivalent Gen Ed: Humanities (G7) and Other World Civ (G9).

EN 361 — Creative Writing

3 credits; 3 lecture hours

In a workshop environment, students prepare a portfolio of works from one or more of the following genres: fiction, poetry, or drama. Structure, plot, characterization, point of view, theme, and metaphoric language are explored, and works-in-progress are critiqued by faculty and fellow students. Through the processes of writing, critiquing, and revising, ideas are shaped into imaginative form. (G6: Arts)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 362 — Creative Nonfiction

3 credits; 3 lecture hours

In this advanced writing course, students are taught the skills needed to produce informal essays or chapters of nonfiction books of high quality. Drawing upon observation, experience, and research, they create works of intellectual substance that reveal carefully shaped structure. Students develop ease and efficiency in their writing processes and work toward clarity, grace, and individual style. (G1: Basic Communication; G6: The Arts)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 363 — Fiction Writing

3 credits; 3 lecture hours

This writing course focuses on imaginative storytelling. Students read short stories and novel excerpts by established writers and create their own fictions, beginning with craft exercises and evolving toward polished stories as the semester progresses. In a workshop environment, students discuss and respond constructively to each other's works-in-progress. (G6: Arts)
Prerequisite(s): EN 121 or ES 129.

EN 364 — Poetry Writing

3 credits; 3 lecture hours

Students learn the major elements of writing poetry through a variety of exercises and examples. Works-in-progress are critiqued by fellow students in a rigorous yet supportive environment. Poems are revised and collected in a portfolio at the end of the semester. (G6: Arts)
Prerequisite(s): EN 121 or ES 129.

EN 365 — Research Writing

3 credits; 3 lecture hours

This course focuses on developing research proposals and presenting research in a documented format. Students are introduced to qualitative research topics, learn to conduct interviews, maintain an ethical regard for their subjects, and engage in field work. Students make revisions in a workshop setting and engage in peer reviews.
Prerequisite(s): EN 121 or equivalent.

EN 366 — Screenwriting II

3 credits; 3 lecture hours

This course is cross-listed with FI 356. This course focuses on elements of screenwriting for feature-length films, including story concept, three-act structure, the world of the story, protagonist and antagonist, conflict, characterization, scene development, and dialogue. Students formulate individual projects, from pitching a story to presenting a synopsis, preparing an outline, and writing a screenplay. The business end of screenwriting is discussed and students meet film industry professionals. (G6: Arts).

EN 367 — Writing for Art History and Museum Professions

3 credits; 3 lecture hours

This course focuses on developing strategies for writing in a variety of art-related professional settings. Students learn to think critically about the conventions and challenges of writing about art. They write reviews, responses, press releases, critiques, blog posts, resumes, cover letters, grant proposals, and a short research paper.
Prerequisite(s): EN 121 or ES 129 and one additional 200 or 300 level EN course.

EN 371 — Chinese Odyssey: Introduction to Chinese Literature

3 credits; 3 lecture hours

Students study Chinese literature by reading and examining a variety of literary forms from a range of historical periods. The course focuses on relationships between the self, the nation, gender roles, and modernity and how the influence of local and global histories has shaped the focus and reception of each work. All readings are in English. (G7: Humanities; G9: Other World Civilizations)
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 372 — Rhetoric in Popular Culture

3 credits; 3 lecture hours

This course examines popular culture as a form of communication, and the tools used to analyze it. Using theories of rhetoric, communication, and social criticism, students unravel popular cultural artifacts and examine how dominant societal discourses, cultural myths, individual identities, and institutional ideologies are reified and subverted.
Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 373 — The Graphic Novel

3 credits; 3 lecture hours

Students are introduced to the literary field of graphic novels. The course surveys the evolution of comics' form and content from the 'Golden Age' through the Underground Comix Revolution to today's graphic novels. Themes including war and survival, religious and cultural identity, sexuality, and memory and consciousness are explored. (G7: Humanities)

Prerequisite(s): EN 121 or ES 129 or equivalent.

EN 381 — Asian Fiction: Regional Selections (Honors)

3 credits; 3 lecture hours

An introduction to East Asian fiction. This course focuses on literature from China, Taiwan, Hong Kong, Japan, and Korea from a transnational perspective. Through a range of contemporary to classical canonical fiction, students will investigate various literary genres and explore critical concepts of literary and cultural identity studies. All readings are in English. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 382 — Contemporary Chinese Cinema (Honors)

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 343. An introduction to the contemporary cinemas of Mainland China, Taiwan, Hong Kong, and the Chinese Diaspora, this course focuses on selected major directors, movements, and genres from the 1990s to the present. Students study the formal and stylistic aspects of films as well as their historical, transnational, and sociocultural contexts. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 390 — The Uncanny (Honors)

3 credits; 3 lecture hours

This dual literature and writing course pursues Sigmund Freud's notion of the uncanny in literature. Readings highlight texts that seek to subvert the familiar, drawing on Gothic, horror, Surrealist, and fantastic literary traditions, and students will apply techniques studied in class to producing their own literature of the strange.

Prerequisite(s): Qualification for Presidential Scholars Program, or 3.5 GPA with approval of Dean of Liberal Arts.

EN 391 — The Creative Imagination: Theory and Process (Honors)

3 credits; 3 lecture hours

Theories of the creative process and the nature of creativity are explored. Through readings, journal entries, and case studies of writers, painters, and other artists, students discover practices useful in producing creative works. Particular attention is paid to the creative work of artists traditionally marginalized by gender, race, ethnicity, or socioeconomic class. (G6: Arts; G7: Humanities)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 392 — Greek Myths and Their Transformations (Honors)

3 credits; 3 lecture hours

Introduces Greek deities and Greek myths through readings from original materials (in English translation) as well as interpretations by such authors as Racine, O'Neill, T.S. Eliot, and Sartre. Discusses and analyzes the transformation of myths in film, music, and dance. (G5: Western Civilization; G7: Humanities)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 393 — Shakespeare (Honors)

3 credits; 3 lecture hours

Familiarizes students with the theater of Shakespeare through language, character, and plot analysis. Discusses themes of deception, betrayal, and power and emphasizes new interpretations of Shakespeare's plays through readings and videotaped performances. (G7: Humanities)
Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 394 — American Lives (Honors)

3 credits; 3 lecture hours

This literature seminar presents the opportunity to explore the autobiographical impulse in American writing, past and present, through full-scale biographies, works of fiction, drama, and poetry, and in the memoirs so popular today. Students write an autobiographical essay on an aspect of their lives. (G7: Humanities)
Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 399 — The Craft of Writing Poetry (Honors)

3 credits; 3 lecture hours

Students immerse themselves in writing poems while they examine the technical and historical aspects of poetry. They study basic elements of poetry such as image, figurative language, rhythm, diction, and form to develop the potential of those elements in their own writing. In order to understand their own creative processes, students read essays about craft and process. (G6: Arts)
Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

EN 480 — Special Topics in English and Communication Studies

0 credits; 0 lecture hours

EN 480A — Special Topics in English: Advanced Creative Writing – Poetry and Hybrid Forms

3 credits; 3 lecture hours

In this advanced creative writing course students cultivate attention to language, literary community, and the possibilities of creating with words. Readings and writing workshops will explore approaches including the lyric sequence, prose poetry, documentary poetics, verse drama and narratives, and multimodal forms incorporating video, visual images, sound, and/or performance. (G6: The Arts)
Prerequisite(s): EN 361 or EN 362 or EN 363 or EN 364 or EN 399.

EN 499 — Independent Study in English or Speech

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

EP: Entrepreneurship

EP 311 — Introduction to Entrepreneurship

3 credits; 3 lecture hours

This course introduces students to entrepreneurship and its applicability to the creative arts. It examines some of the legends of the industry and identifies the characteristics necessary for achieving success as an entrepreneur. It reviews today's creative arts and business landscape and introduces students to the significance of entrepreneurship and its opportunistic position at the cutting edge of this industry.

EP 321 — The Business Plan

3 credits; 3 lecture hours

In this project-based course, students prepare and present a professional business plan, which then provides the foundation for their own business plans in semester 8. In this process, students acquire the knowledge, skills, and entrepreneurial mindset conducive to business success.
Prerequisite(s): EP 311.

EP 331 — Finance and Accounting for the Non-Financial Manager

3 credits; 3 lecture hours

The course introduces the non-financial student to the basics of finance and accounting, with an emphasis on understanding cash flow, income statements, balance sheets, and financial ratios. The importance of these elements in supporting the business plan and in understanding the financial ramifications of their decisions is highlighted.
Prerequisite(s): EP 311.

EP 360 — Social Enterprise

3 credits; 3 lecture hours

This course challenges students to create social value through entrepreneurship. Using the tools of entrepreneurs and innovators in the not-for-profit sector, social entrepreneurs apply the skills to develop a social enterprise for society's most pressing social problems. Rather than leaving societal needs to existing government, not-for-profit or corporate solutions, social entrepreneurs find and demonstrate innovative ways to address these needs.

EP 361 — Cognitive Entrepreneurship

3 credits; 3 lecture hours

Focuses on the human factors of entrepreneurship. Entrepreneurs need to understand more than just the data behind the business. This includes the personal and behavioral factors related to an entrepreneurial venture. Students learn the emotional intelligence required for highly successful entrepreneurs in the creative industries.

EP 362 — Introduction to Blockchain for Creative Businesses

3 credits; 3 lecture hours

Students understand and utilize Blockchain technology, including how it applies to creative-based businesses and entrepreneurship. Using the tools of entrepreneurship and innovation, they develop concepts for new business opportunities in creative fields, products, and ventures. The fundamentals of blockchain and digital assets, applied to new and innovative business opportunities and ventures for the creative industries are covered.

EP 441 — Converting Innovation into Value

3 credits; 3 lecture hours

Students learn to source and develop new venture and growth strategies for future businesses. The course introduces value propositions, value supply chain structures, revenue models, and growth strategies. Students examine business model development with a major focus on converting an idea from innovation into value.
Prerequisite(s): EP 311.

EP 452 — Entrepreneurship Practicum

3 credits; 2 lecture and 2 lab hours

This is the capstone course for the Entrepreneurship program. Using the tools of entrepreneurs and innovators, participants apply the skills developed throughout the program. They demonstrate their capacity to identify needs, analyze industry dynamics, target market opportunities, refine solutions, access channels, create business models, and pitch to industry professionals.
Prerequisite(s): EP 311 and EP 441.

EP 499 — Independent Study Entrepreneurship
1-3 credit
Prerequisite(s): a minimum of 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

ES: Educational Skills

Based on the English Placement Exam, a student who shows need for improvement in writing and reading may be required to enroll for ES 133 before taking EN 121. Students for whom English is a second language may be required to enroll in ES 123 prior to EN 121 and/or ES 024 as a co-requisite of EN 121.

ES 021 — Intensive English as a Second Language
1.33 credits; 4 lab hours
This summer course serves international students and permanent residents accepted to the college who have recently arrived in the United States. Students focus on improving speaking, listening, and presentation skills through learning about life at FIT and in New York.

ES 023 — English as a Second Language Workshop
1 credit; 3 lab hours
With intensified instruction in reading and writing, students apply and practice the English skills taught in the co-requisite ES 123. Sessions consist of small-group and individual work.
Co-requisite(s): ES 123.

ES 024 — English as a Second Language
0.66 credits; 2 lab hours
For students who have completed ES 023/123 but are required to take an additional writing course in English as a second language. Must be completed at the same time as EN 121. Pre-requisite(s): ES 023 and ES 123
Co-requisite(s): EN 121.

ES 025 — Pronunciation Skills for ESL Students
0 credits; 2 lecture hours
This course in pronunciation skills for intermediate to advanced students focuses on modifying pronunciation and improving proficiency in spoken English. Students work intensively with English vowels and consonants; master basic features of English stress, rhythm, and intonation; and learn how to use phonetic symbols and pronunciation guides.

ES 027 — English Conversation
0.67 credits; 2 lab hours
For intermediate and advanced students for whom English is a second language and who need to improve their oral communication skills. Provides practice in using and understanding spoken English. May be required for students who have completed ES 123 but need additional instruction in speaking and listening.

ES 028 — Oral Presentation Skills Workshop for ESL Students
0.83 credits; 2 lab hours
This course in oral presentation skills for intermediate English as a Second Language (ESL) students focuses on the fundamental skills needed to present work verbally to an audience. Through practice in preparing and giving oral presentations in a structured setting, students develop strategies in both verbal and nonverbal communications skills in order to present ideas in an effective and clear manner.

ES 029 — College Composition for Non-Native Speakers of English Lab

0 credits; 2 lab hours

This course is the lab component for ES 129. This course gives students additional practice in grammar, syntax, citation, and editing, as well as opportunities to work on their writing in a workshop setting to help them become more confident and skilled writers.
Prerequisite(s): ES 023/123 or appropriate score on FIT English Placement Test
Corequisite(s): ES 129.

ES 033 — College English Preparation Workshop

1 credit; 3 lab hours

A writing-intensive course in which students expand upon the skills taught in the co-requisite ES 133. Sessions consist of small-group and individual work.
Co-requisite(s): ES 133.

ES 037 — Survival Grammar

1.33 credits; 1 lecture and 1 lab hour

Students improve their writing skills by focusing on the fundamentals of grammar and conveying information in an accurate, engaging, and efficient way. Pre-requisite(s): Appropriate English placement test result
Co-requisite(s): EN 121.

ES 123 — English as a Second Language

2 credits; 2 lecture hours

For students who need to improve their skills in English as a second language. Instruction is given in reading and writing English, with some practice in listening and speaking. Students must register simultaneously in the corresponding section of ES 023. More than one semester of ES 023/123 may be needed. Additional ESL instruction (ES 024) is required after successful completion of ES 023/123.
Co-requisite(s): ES 023.

ES 129 — College Composition for Non-Native Speakers of English

3 credits; 3 lecture hours

This is a college-level writing intensive course designed to develop the writing skills of students for whom English is a second language. By working through the various stages of the writing process, students become more confident and skilled writers. A variety of genres are explored through reading assignments, class discussions and writing. This course is equivalent to EN121. (G1: Basic Communication)
Prerequisite(s): ES 023/123 or approrpriate score on FIT English Placement Test
Corequisite(s): ES 029.

ES 133 — College English Preparation

2 credits; 2 lecture hours

A writing-intensive course focusing on the stages of the writing process and on strategies to enhance reading comprehension and study skills. Topics include grammar, paragraph structure, and essay development. Students must register simultaneously in the corresponding section of ES 033.
Co-requisite(s): ES 033.

FA: Fine Arts

FA 030 — FINE ARTS TRANSFER
1.5 credits

FA 040 — FINE ARTS TRANSFER
1.5 credits

FA 050 — FINE ARTS TRANSFER CREDIT
3 credits

FA 060 — FINE ARTS TRANSFER CREDIT
3 credits

FA 101 — Painting
1.5 credits; 3 lab hours
For students not majoring in Fine Arts. Through observation of still life and the figure, students are introduced to the use of oil or acrylic paint. Students develop color-mixing techniques emphasizing varied approaches to the use of paint.

FA 102 — Painting
1.5 credits; 3 lab hours
For students not majoring in Fine Arts. This course is a continuation of FA 101, with an emphasis on painting from still life and the figure. (G6: Arts)
Prerequisite(s): FA 101 (waived for Visual Presentation and Exhibition Design students).

FA 103 — Painting
1.5 credits; 3 lab hours
For students not majoring in Fine Arts. Abstract painting is explored through design, color, and composition. Experimentation with materials is encouraged. Painting medium is open. Any level of experience.

FA 104 — Sculpture - Basic
1.5 credits; 3 lab hours
For students not majoring in Fine Arts. Introduces the basic principles of sculpture and relief through the figure and other references. Clay and plasteline are used, and basic casting techniques are introduced.

FA 105 — Life Drawing
1.5 credits; 3 lab hours
For Fashion Design and Menswear students. Focus on figure drawing, stressing line, gesture, and composition. Study of proportion and anatomy of the human figure is undertaken.

FA 106 — Printmaking - Basic
2 credits; 1 lecture and 2 lab hours
For students not majoring in Fine Arts. Fundamental procedures in relief and intaglio printing are studied, using linoleum, woodcuts, and etching techniques. Students are introduced to basic printmaking processes, with an emphasis on exploring printmaking as a medium. Some drawing experience helpful.

FA 107 — Basic Design
1.5 credits; 3 lab hours
For Fashion Design, Jewelry Design, and Menswear students. Exploration of fundamental concepts of two-dimensional design. Line, shape, texture, rhythm, and color are emphasized, with an introduction to three-dimensional design.

FA 108 — Basic Drawing

1 credit; 2 lab hours

For Photography majors. Students are introduced to drawing in black and white. Line, volume, composition, and perspective are taught through observation of still life and interiors.

FA 109 — Portrait and Figure Painting

1.5 credits; 3 lab hours

For students not majoring in Fine Arts. Students paint the portrait and the figure from an objective point of view, utilizing fundamental approaches. Initial studies are in charcoal and culminate in finished paintings of the head and figure. Oil or acrylic paint is used.
Prerequisite(s): FA 101.

FA 110 — Sculpture Studio: Visual Expression of Form and Space

1.5 credits; 3 lab hours

For non-majors and anyone interested in exploring three-dimensional space and creative expression. Students explore the relationships among form, structure, material, and content using various techniques and tools. They Develop artistic skills to enhance their studies in all design fields as well as the fine arts.

FA 113 — Fundamentals of Design I: 2D and Color

1.5 credits; 0 lecture and 3 lab hours

Students explore the principles of two-dimensional design and color for the designer and fine artist, including the study of line, shape, positive and negative space, texture, and composition.

FA 114 — Fundamentals of 3D Design

1.5 credits; 3 lab hours

The concepts basic to all three-dimensional design are studied: definition of space through the use of line, planes, and solid forms; manipulation of mass, volume, and void; the use of structural systems; the relationship of surface and color to form; and the importance of proportion and scale, light, and shadow.

FA 115 — Sculpture and Casting

1.5 credits; 3 lab hours

This course is designed to introduce sculpture and casting techniques to non-majors. The course is open to any art designer or amateur looking to use the reproduction casting technique and sculptural process to extend the horizons within their own art field.

FA 116 — Creative Media

2 credits; 1 lecture and 2 lab hours

Using a wide variety of materials and design concepts, this course offers an opportunity for students to explore different approaches in creating nontraditional works of art. Emphasis is on enlarging students' capacity for imaginative expression in two- and three-dimensional projects.

FA 117 — Traditional Techniques in the Fine Arts

2 credits; 1 lecture and 2 lab hours

This course develops students' insight into the techniques of masterworks in art history. The course combines lectures, demonstrations, visits to museums, and hands-on work in the studio. Students study and create works using such techniques as wet and dry media, ink and silverpoint, and encaustic, tempera, and oil painting.

FA 118 — Fundamentals of Design for Photography

2 credits; 1 lecture and 2 lab hours

Students explore the principles of two-dimensional design and color, including the study of line, shape, positive and negative space, texture, and composition. They apply these principles to photography by using their own photographs to complete assignments.

FA 119 — 2D Design for Illustrators

1.5 credits; 3 lab hours

This design course introduces the fundamental components of two dimensional design and color theory to Illustration students. Concepts include line, shape, positive and negative space, texture, composition and color. Students learn to recognize and interpret design concepts from observation and to generate expressive ideas and images from their imaginations. Through class critiques and the application of these essential aspects of design, students establish the ability to analyze and constructively critize illustration imagery. They explore collage construction, traditional drawing and painting media, and learn to employ their own photographs as reference to fuilfill assignments.

FA 120 — Materials, Techniques and Design

1.5 credits; 3 lab hours

This course integrates the exploration of two-dimensional design with training in the various materials and techniques of drawing and painting.

FA 123 — Wearable Art (Interdisciplinary)

2 credits; 4 lab hours

This is an interdisciplinary course cross-listed with JD 123. In this team-taught course, students explore the intermingling of sculpture and jewelry. Students connect, interpret and combine traditional fine arts and jewelry-making processes to create wearable art.

FA 131 — Life Drawing I

1.5 credits; 3 lab hours

An introduction to drawing the figure, students study line, proportion, gesture, and composition using pencil and charcoal. Study of anatomy is introduced.

FA 132 — Life Drawing II

1.5 credits; 3 lab hours

This course continues the study of the figure, with focus on a more sophisticated use of materials and the study of anatomy.
Prerequisite(s): FA 131.

FA 141 — Drawing I

1.5 credits; 3 lab hours

This course introduces drawing with an emphasis on developing perceptual skills. Line, value, placement, and perspective with still life and interiors as subjects are studied. Black-and-white materials are used.

FA 142 — Drawing II

1.5 credits; 3 lab hours

A continuation of Drawing I, this course emphasizes compositional concepts using still life, interiors, and the figure. A variety of media, including ink wash and color, are used.
Prerequisite(s): FA 141 or CD 113.

FA 143 — Foundation Drawing I

3 credits; 6 lab hours

This drawing course is the first of two foundation level drawing courses that introduce the fundamental principles and materials used in drawing from direct observation. Subject emphasis is on still-life and the human figure.
Co-requisite(s): FA 151 and HA 112.

FA 144 — Foundation Drawing II

3 credits; 6 lab hours

This drawing course is the second of two foundation level drawing courses that introduce the fundamental principles and materials used in drawing from direct observation. Subject emphasis is on still-life and the human figure.

Prerequisite(s): FA 143

Co-requisite(s): FA 152 and HA 231.

FA 151 — Painting I

3 credits; 6 lab hours

An introduction to the use of oil paint, this course uses a perceptual approach to still life and the figure. Color mixing, paint application, and compositional strategies are emphasized.

FA 152 — Painting II

3 credits; 6 lab hours

This course is a continuation of Painting I, focusing on the figure, with further exploration of painting techniques and continued emphasis on drawing, composition, and color.

Prerequisite(s): FA 151.

FA 153 — Watercolor and Its Applications

1.5 credits; 3 lab hours

The basic principles of watercolor technique are introduced. Students gain knowledge of color mixing and perception by direct observation and study of color theory as it pertains to watercolor, both transparent and opaque. Museum visits provide the opportunity to examine artists' uses and applications of various techniques.

FA 161 — Sculpture I

3 credits; 6 lab hours

This basic course emphasizes traditional sculpture skills with the head and full figure as the subject. Clay is the medium.

FA 171 — Printmaking I

1.5 credits; 3 lab hours

Students are introduced to basic printmaking processes, with an emphasis on exploring printmaking as a medium. Relief (woodcut, lino cut), intaglio (etching on metal or plastic), and monotype techniques are explored. Hand tools, edition printing, artists' proofs, and press operation are discussed.

FA 172 — Printmaking II

1.5 credits; 3 lab hours

A continuation of Printmaking I, this course studies more advanced printmaking techniques, including color, paper, and metal plate lithography, resulting in the development of a portfolio or artist's book.

Prerequisite(s): FA 171.

FA 200 — Advanced Watercolor and Water-based Media

1.5 credits; 3 lab hours

Introduces students to advanced techniques using watercolor, casein, and egg tempera in large-scale formats on varied surfaces. Students examine many different applications of a wide range of materials and techniques and examples from the history of watercolor, including various color palettes of the masters.

Prerequisite(s): FA 153.

FA 203 — Drawing for Accessories

1.5 credits; 3 lab hours

Students draw still life and the figure from observation. Emphasis is on proportion, line, composition, and value. Accessories are incorporated as part of the subject matter from which the students will draw.

FA 204 — Images of the Mind: Introduction to Chinese Calligraphic Art (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary is cross-listed with MC 204 introducing students to Chinese calligraphy. Through guided training students gain knowledge of key concepts, methods and techniques of calligraphy and brush pen writing. Students receive a thorough background in the history of the art form and its significance in Chinese culture, literature and language. (G6: The Arts, G9: Other World Civilization).

FA 231 — Visualization and the Human Figure I

1.5 credits; 3 lab hours

A study of the human figure, this course introduces the use of color, experiments with scale and materials, and further develops compositional strategies.
Prerequisite(s): FA 144.

FA 232 — Visualization and the Human Figure II

1.5 credits; 3 lab hours

A continuation of Life Drawing III, this course emphasizes sustained drawings using mixed media and the development of a more complex relationship between the figure and space.
Prerequisite(s): FA 231.

FA 255 — Intermediate Methods and Approaches - Painting III

3 credits; 6 lab hours

A continuation of FA 151 and FA 152, this course further explores compositional strategies, color dimensionality, and process.
Prerequisite(s): FA 152.

FA 256 — Intermediate Methods and Approaches - Painting IV

3 credits; 6 lab hours

This course is the culmination of learned painting skills for the Fine Arts A.A.S. student. Through varying approaches and methods, students continue their investigation of scale, material and process.
Prerequisite(s): FA 255.

FA 261 — Sculpture II

3 credits; 6 lab hours

This course is a continuation of the aims of Sculpture I with emphasis on the use of new materials and methods.
Prerequisite(s): FA 161.

FA 271 — Intaglio

2 credits; 4 lab hours

This course covers the fundamentals and processes of intaglio printmaking. Drypoint, hard ground, soft ground, and aquatint is covered.
Co-requisite(s): FA 255.

FA 272 — Relief Printmaking

2 credits; 4 lab hours

This course places emphasis on wood cut, color printing, paper types, and large scale printing.
Prerequisite(s): FA 271
Co-requisite(s): FA 256.

FA 299 — Independent Study in Fine Arts
1-3 credit
Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

FA 301 — Anatomy for Toy Designers
1.5 credits; 3 lab hours
For Toy Design students. Students learn the basic human bone and muscle structure and compare it to the anatomies of other living forms in order to nurture creativity and invention.

FA 341 — Drawing Workshop/Experimental Drawing
1.5 credits; 3 lab hours
Experimenting with material, scale, imagery, and process, students integrate observation, imagination-invention, abstraction, and conceptualization into their working methods. Through the drawing process, students develop their perception of visual components and their relationships in the physical world.
Prerequisite(s): FA 142 or FA 232 or equivalent
Co-requisite(s): FA 351.

FA 351 — Painting V: Contemporary Concepts
3 credits; 6 lab hours
This course focuses on contemporary issues in painting, introducing research as a component of painting and facilitating students' development of a self-determined studio practice. Working through inquiry and experimentation, students will explore individual development of process, subject, form, and content. Sources will include observed, invented, appropriated, and digital imagery.
Prerequisite(s): FA 256.

FA 352 — Painting VI: Sources of Painted Imagery
3 credits; 6 lab hours
Students develop their own vocabulary by learning to assimilate multiple sources of information and processes to meet their own creative needs. Art of other cultures, technology, personal psychology, and popular cultures provide resources for their work.
Prerequisite(s): FA 351.

FA 361 — Sculpture III: Advanced Traditional Materials
3 credits; 6 lab hours
The study of figurative sculpture in abstract or realistic modes continues, using such materials as wax, plaster, stone, wood, and clay. Concepts include fragmentation and/or large-scale execution of the subject.
Prerequisite(s): FA 261 or equivalent.

FA 363 — Sculpture: Casting as a Creative Medium
3 credits; 6 lab hours
Mold-making and casting as methods of reproduction, a way to transfer work into other materials, and a medium of sculptural expression are studied. Students research the use of traditional and nontraditional materials and produce finished works of art using the methods of mold-making and casting. A commercial casting operation is observed.
Prerequisite(s): FA 361.

FA 371 — Printmaking III: Advanced Works on Paper
2 credits; 4 lab hours
Projects in lithography, relief, intaglio, stencil, collagraph, and the monotype are undertaken to explore both traditional and contemporary ideas in visual expression.
Prerequisite(s): FA 272
Co-requisite(s): FA 351.

FA 411 — Interdisciplinary Media

1.5 credits; 3 lab hours

Exploring the use of technology in art, students break traditional boundaries that have defined the disciplines of painting, photography, sculpture, and printmaking in order to create multimedia work.

Prerequisite(s): FA 451.

FA 441 — Experimental Drawing II

1.5 credits; 3 lab hours

Building on skills learned in FA 341, students continue to experiment with material, scale, imagery and process in conjunction with the thematic/conceptual work for their thesis.

Prerequisite(s): FA 341

Co-requisite(s): FA 451.

FA 451 — Painting VII: Development of Personal Aesthetics

3 credits; 6 lab hours

Through a series of paintings and sketches, students focus on an area of aesthetic or cultural concern. They develop conceptual consistency while also exploring differences among individual works in preparation for the thesis.

Prerequisite(s): FA 352.

FA 462 — Sculpture: New Materials

3 credits; 6 lab hours

The exploration of sculpture continues with a focus on how the choice of materials communicates artistic voice. Students are introduced to the concept of public art and site-specific works.

Prerequisite(s): FA 363.

FA 471 — Advanced Experimental Printmaking

2 credits; 4 lab hours

Advanced photo techniques in printmaking are studied. Students explore new ideas and printmaking formats by using photosensitized plates in methods of lithography, etching, and relief printmaking. The course deals with contemporary issues of content in printmaking.

Prerequisite(s): FA 371.

FA 491 — Senior Project Thesis: Painting

3 credits; 6 lab hours

Under faculty supervision, students produce a coherent body of work in painting or related disciplines. They write and present a paper addressing the developmental process and aesthetic concerns of their work.

Prerequisite(s): FA 451.

FA 492 — Senior Project Thesis: Sculpture

3 credits; 6 lab hours

Students pursue individual work supervised by faculty, producing a coherent body of work in sculpture or related disciplines that represent a culmination of their studies. In this capstone course, they write a paper that addresses the developmental process and the aesthetic concerns of their work.

Prerequisite(s): FA 462.

FA 499 — Independent Study in Fine Arts

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

FD: Fashion Design–Apparel (See also AF, AP, AR, DP, FF, TL)

FD 100 — SEMINAR: FASH SUSTAIN, TRENDS
0 credits

FD 111 — Draping I: Fundamentals
3 credits; 6 lab hours
Introductory course explores the three-dimensional draping approach to executing garment design. Projects introduce the important principles of grain, balance, and construction. Through critiqued design development on the dress form, students develop their own sense of proportion, silhouette, line, and style, while exploring current market trends. Course utilizes strong sewing skills. Prerequisite(s) or
Co-requisite(s):FD 131 for evening/weekend students only.

FD 112 — Draping II: Constructed Silhouettes
3 credits; 6 lab hours
This course enables students to execute jacket styles utilizing advanced draping techniques and explores how to incorporate tailoring details to enhance garment designs. Students learn to develop draped pattern styles that include mounted and semi-mounted sleeves, and various collar and pocket styles.
Prerequisite(s): FD 111.

FD 113 — Apparel Design: Structured Silhouettes
4 credits; 8 lab hours
Students learn the principles of draping as a method of designing original garments in three-dimensional form. Draping techniques and construction skills are developed for more advanced structured garments, along with an understanding of silhouette, proportion, and current style trends.

FD 114 — Apparel Design: Soft Silhouettes
3 credits; 6 lab hours
Students learn to drape soft silhouettes using muslin and soft fabrics. Creative designs are explored, from basic to classic to complex shapes. An original garment is designed and executed in fabric.

FD 115 — Introduction to Draping
2 credits; 1 lecture and 2 lab hours
This course introduces the student to the basic principles of draping, keeping in mind the importance of grain, balance, and structure in a garment. An understanding of fundamental draping procedures and their application to current trends is addressed. Tools and materials essential for professional results are demonstrated and used.

FD 116 — Apparel Design Workshop
2 credits; 1 lecture and 2 lab hours
A continuation of FD 115, this course further develops students' understanding of fundamental draping procedures and their application to current trends. As a final project, a term garment is developed that involves the selection of fabric, draping, and construction, and following industrial sample room procedures.
Prerequisite(s): FD 115 and FD 131.

FD 117 — Design Studio I - Introduction to Draping
2 credits; 4 lab hours
This course introduces fashion design students to the basic principles and techniques of draping in fabric as a means to creatively interpret and develop contemporary designs. An emphasis on proportion, balance and shape as related to design aesthetics broadens students' understanding for actualizing and realizing three-dimensional design prototypes through manipulating muslin.

FD 121 — Flat Pattern Design I

1.5 credits; 3 lab hours

Introductory flat pattern course explores the two-dimensional method to execute garment designs. Utilizing basic slopers, students develop original design concepts through the slash-and-spread and pivot techniques. Projects are evaluated on the dress form for fit, balance, style, creativity, and proportion. Course utilizes strong sewing skills.

FD 127 — Design Studio II - Soft Draping

3 credits; 6 lab hours

In this course, Fashion Design students explore more advanced principles and techniques of unstructured draping using soft fabric for the creative interpretation and artistic development of contemporary designs. Emphasis on proportion, balance and shape as related to design aesthetics broadens students' understanding of actualizing and realizing three-dimensional design prototypes through manipulating soft fabrications.

Prerequisite(s): FD 117 or FD 111.

FD 131 — Sewing Techniques I

1.5 credits; 3 lab hours

Students learn the basic professional techniques used in the construction of designers' sample garments. Sewing techniques--including cutting, construction, and finishing--are explored, using industrial equipment to create sample garments in cotton or cotton-type fabrics.

FD 132 — Sewing Techniques II

1.5 credits; 3 lab hours

Builds upon skills learned in Sewing Techniques I. Students learn new and more complex design room construction, and develop advanced techniques currently used in the fashion industry.

Prerequisite(s): FD 131.

FD 133 — Materials and Construction I

2 credits; 4 lab hours

As related to the fashion designer, course stresses hands-on construction, cutting, and finishing techniques for creating garment prototypes. It introduces materials (cottons, wools, interfacings), core characteristics, and handling. Visits to MFIT study rooms/exhibitions provide further opportunities to explore the influence of fabrication choices, construction details and techniques on silhouette development.

FD 134 — Materials and Construction II

2 credits; 4 lab hours

This course advances students' knowledge about materials, core properties and construction techniques that inform their choices made for silhouette creation and hands-on prototype development. Visits to the Museum at FIT study rooms and exhibitions provide further opportunities to explore fabrications. Students make garments using high-end construction details and techniques.

Prerequisite(s): FD 133.

FD 135 — Materials and Construction (for 1-Year AAS)

3 credits; 6 lab hours

This course stresses hands-on construction, cutting, and finishing techniques for creating garment prototypes. Students are introduced to materials including cottons, wools, silks, piles and interfacing, core characteristics and handling. Visits to FIT Museum study rooms and exhibitions further opportunities to explore the influence of fabrication choices, construction details and techniques for silhouette development.

FD 181 — Materials and Construction I

3 credits; 6 lab hours

This course broadens the learning experience for students. It focuses on how the creative fashion designer uses materials for silhoutette and details development and critical thinking as related to designer construction details, and provides exposure and study of high-end and/or historical garments to expand fabrication and construction knowledge.

FD 182 — Materials and Construction II

2 credits; 4 lab hours

This course advances students' knowledge about materials, core properties and construction techniques that inform their choices made for silhouette creation and hands-on prototype development. Visits to the Museum at FIT study rooms and exhibitions provide further opportunities to explore fabrications. Students make garments using high-end construction details and techniques.

Prerequisite(s): FD 181.

FD 211 — Draping III: Soft Silhouettes

3 credits; 6 lab hours

This course involves creative draping techniques with emphasis on soft silhouettes and structure in design. Introduction to dolman sleeve styles, cowls, pants, and cut-and-sew knits are included. The variations in style expand students' creative, critical thinking, and technical skills into different areas of design, while draping in fabric.

Prerequisite(s): FD 112.

FD 212 — Design Studio IV: Advanced Draping

3 credits; 6 lab hours

This course further develops creative and technical skills in apparel design. Advanced draping projects enable students to explore design through a variety of fabrication, draping, and construction techniques. Students also learn how design resources and presentation skills can help them articulate their ideas.

Prerequisite(s): FD 113 and FD 114, or FD 211, or FD 217.

FD 217 — Design Studio III - Structured Draping

3 credits; 6 lab hours

Fashion design students advance their artistic principles using three-dimensional draping techniques to creatively interpret and realize contemporary structured jackets. Students explore concepts including mounted and semi-mounted sleeves, collar and pocket variations, finishing and details, and silhouette development as related to design aesthetics. Two-dimensional patternmaking and three-dimensional draping techniques combine to actualize market-appropriate original prototypes.

Prerequisite(s): FD 127 or FD 211.

FD 221 — Flat Pattern Design II

1.5 credits; 3 lab hours

This course allows students to proceed from the study and application of the basic principles of patternmaking to a more comprehensive view of design within flat pattern methods and principles. Basic torso slopers are developed with the sleeve and are combined to form the kimono/dolman sloper.

Prerequisite(s): FD 121.

FD 227 — Design Studio IV: Advanced Draping

3 credits; 6 lab hours

Further development of creative and technical skills in apparel design. Advanced draping projects explore design concepts through use of a variety of fabrication, draping and construction techniques. Added focus on design resources and presentation skills lead to articulation of design ideas.

Prerequisite(s): FD 112 or FD 113 or FD 217.

FD 231 — Haute Couture Sewing Techniques

2 credits; 4 lab hours

Introduces students to the finest sewing techniques practiced in couture workrooms; provides the basis for understanding haute couture. Students learn techniques in cutting, hand stitching, seam and hem finishes, pocket construction, pressing, and finishing.

FD 232 — Haute Couture Decorative Techniques and Embellishments

2 credits; 4 lab hours

Expands knowledge of the couture by exploring various decorative techniques. Students learn how to hand bead as well as apply rocailles, sequins, pearls, and faux gems on different types of fabrics. In addition, students create embellishments from ribbons and fabric; hand embroider original designs; and learn techniques in quilting, pleating, and trapunto.

Co-requisite(s): FD 231.

FD 241 — Apparel Product Data Management

1.5 credits; 3 lab hours

Introduction to product data management. Students learn to facilitate the communication and coordination of pre-product development tasks by linking design, engineering, costing, and manufacturing information through a centralized database of product-related information.

FD 242 — Digital Fashion Design Studio II

2 credits; 4 lab hours

Course provides an in-depth study of industry-standard fashion design studio processes for actualizing creative design concepts. Module A: Utilizing fashion digital illustration industry practices, students effectively execute design ideas. Module B: Students adopt a variety of fashion designer responsibilities as they research, develop, and communicate creative information across multiple platforms.

Prerequisite(s): FF 115.

FD 243 — Apparel Design Studio - Patternmaking

3 credits; 6 lab hours

This course introduces students to master pattern design, including basic and advanced techniques for original design, sloper, and pattern development according to professional standards. They learn accurate industry-standard terminology, pattern identification, and tool usage. They test patterns in muslin for fit and proportion of basic and complext design prototypes.

Prerequisite(s): FD 114 or FD 127 or FD 112.

FD 244 — Design Development: Digital Communication and Management

1.5 credits; 3 lab hours

This course is an in-depth survey from concept to completion of the industry-standard for design-to-manufacturing procedures and practices. Utilizing digital apparel management programs and tools, students learn to effectively execute design ideas and communicate design information across multiple platforms for various design and development stages.

Prerequisite(s): FF 245.

FD 281 — Corsetry in Fashion I

2.5 credits; 1 lecture and 3 lab hours

Students study the history of corsetry from the 1600s to the 1850s and learn how the body is manipulated to create a fashion silhouette. Through museum visits and online market research, students analyze the differences between corsetry and class draping and develop technical patterns to create period corsets using traditional construction techniques.
Prerequisite(s): DP 112 or FD 112 or FD 113 or FD 127.

FD 282 — Corsetry in Fashion II

2.5 credits; 1 lecture and 3 lab hours

Students explore the history of corsetry from 1850 to the present and the interpretation of structured undergarments in contemporary fashion trends. Further developing the technical skills learned in FD 281, students create a period corset and design a contemporary corset and garment.
Prerequisite(s): FD 281 or approval of chairperson.

FD 321 — Computerized Pattern Design

1.5 credits; 3 lab hours

This course builds on students' patternmaking skills and enables them to advance to a more comprehensive study of design using computerized patternmaking methods and principles. Students learn the operation of the System Management and PDS (Pattern Design System) computerized flat pattern design and technical illustration programs.

FD 341 — Design with High-Tech Fabrics

1.5 credits; 1 lecture and 1 lab hour

Students examine the relationship between high-tech fabrics and contemporary sportswear, outerwear, and performance design. The course concentrates on the qualities and functions of high-tech fabrics and their adaptability for specific functions or fashion looks. Students also learn the special construction techniques and machines needed for these fabrics.

FD 342 — CAD for Fashion Design and Development

2 credits; 1 lecture and 2 lab hours

Using fashion designer methodology, students digitally create fabrics and explore textile possibilities for garments they have designed, using fashion industry proprietary/simulation CAD software. Students learn the fundamentals of merging garment and fabric design to create collections with an overall balance of color, pattern, texture, proportion, and function. Requires approval of Chair if transfer/exchange student.

FD 343 — 2D/3D Experimentation

2.5 credits; 1 lecture and 3 lab hours

This course provides students with opportunities to develop 3D design ideas through the exploration of creative 2D patternmaking and 3D draping techniques. Assignments challenge students to experiment, combine, and adapt their patternmaking and draping knowledge in inventive ways. They conduct extensive design research, perform self-assessments, and gain skills in peer review.

FD 356 — Seamless Knit Design: Stoll M1

2 credits; 4 lab hours

Students create a knitwear program through the study and use of the proprietary software Stoll M1 CAD system. Emphasis is placed on the construction of knitted fabrics in single and double bed.
Prerequisite(s): FD 358.

FD 357 — Introduction to Knitwear Design

3 credits; 6 lab hours

Using knitwear industry methods, students learn specialized patternmaking, construction and specification development for sweater knit silhouettes in Module A. They develop and machine knit original design swatches in Module B. Through hands-on research and development, knitwear industry sustainable practices are introduced. Students develop original designs for sweater knit garments.

FD 358 — Advanced Knitwear Design: Creative Development and Execution

1.5 credits; 3 lab hours

In this advanced course, students further their design development through knitwear industry field trips, advanced methods of draping and assembling. Sustainable knitwear practices are incorporated into design aesthetic. Students create an original collection of garments using multiple weights of knitwear fabrics.

Prerequisite(s): FD 357.

FD 359 — Advanced Knitwear and Full Fashion Creative Design Development

2 credits; 4 lab hours

In this course, full-fashion garment development, double-bed ribbing methods, pointelle and advanced novelty stitch design principles, execution and development is covered. Students use manual knit machinery to create novelty swatches and execute a creative full-fashion garment. Emphasis is placed on appropriate design solutions for full-fashion development and designing advanced novelty-knitting structures.

Prerequisite(s): FD 357.

FD 364 — Outerwear and Performance Apparel Design

2 credits; 4 lab hours

Students study the creation of women's performance apparel, which takes into account the principles of extreme movement, as well as the aesthetic and technical needs of the serious outdoor sports enthusiast. Using their knowledge of advanced new fibers, fabrics, trims, and performance construction techniques, students design performance apparel for a specific sport.

FD 365 — Explorations in Children's Wear Design

2 credits; 1 lecture and 2 lab hours

This course introduces fashion design students to the classifications and size ranges within the childrenswear market. Students gain an understanding of all aspects of the childrenswear market. Developmental stages of childhood are expolored in relation to aspects of creative design. Students research key classifications and digitally present their research.

FD 366 — Fundamentals of Children's Wear Design

2 credits; 4 lab hours

This course introduces students to the fundamentals of childrenswear. They create original design for children in different size ranges while emphasizing proportion and fit. Garments are constructed using current industry-specific methods and machinery.

FD 368 — Special Occasion Bridal Design

3 credits; 6 lab hours

Through various research opportunities, students are introduced to the world of bridalwear and special occasion markets. They advance their forecast skills, track trends, and compare and contrast the differences of designer's styles. By applying draping, patternmaking, foundation, fit, understructure and sewing techniques, students create a modern bridal design.

FD 369 — Sportswear Development Concepts

3 credits; 6 lab hours

Students develop casual sportswear as related pieces. They incorporate advanced design components in the creation of key pieces in their own design aesthetic. Working in teams, they research sportswear brands and collaboratively design and execute a cohesive group of innovative pieces for a brand label, maintaining the designer/company's aesthetic.

FD 371 — Intimate Apparel Sewing Techniques

2 credits; 4 lab hours

This course introduces students to the construction techniques involved in the development of intimate apparel products. Students create a prototype from a sloper, using professional sewing methods and application techniques.

FD 372 — Control Shapewear Design

2 credits; 4 lab hours

Students explore the design and construction techniques of control garment fitting prototypes. Through market research and demonstrations, students create original concepts and produce prototypes utilizing specialized construction methods.

FD 374 — Flat Pattern Design for Special Occasion

1.5 credits; 3 lab hours

Through lectures, demonstrations, and hands-on application, students learn to make patterns for after-five, evening, bridalwear and other special occasion dresses. Students develop their flat pattern-making skills in order to create master slopers that interpret design sketches into three-dimensional forms.

FD 375 — Textile Lace and Technology I

1.5 credits; 3 lab hours

Students learn about textile lace and embellishment technology and its relationship in the design, styling, and marketing of apparel products. Through lectures, field trips, market research, and construction demonstrations, students explore both the domestic and international textile market along with aesthetics, performance, and cost/price relationships.

FD 376 — Intimate Apparel Couture

3 credits; 6 lab hours

This course introduces students to the intimate apparel industry. They explore the design and construction techniques from shapewear to sleepwear. Through demonstration and laboratory, students create original design concepts that reflect their design aesthetic utilizing specialized draping, patternmaking, fitting, and machinery with emphasis on couture methodology. Prerequisite(s): FD 381.

FD 381 — Stretch Fundamentals

2.5 credits; 1 lecture and 3 lab hours

This course introduces students to the special characteristics inherent in working with fine gauge knits and stretch-woven fabrications. Exploring a combination of draping, fitting, sloper developing, and patternmaking techniques, students create garments using specialized machinery. Using their understanding of stretch fundamentals, they design and execute an original stretch lifestyle group.

FD 383 — Haute Couture Embellishments

2.5 credits; 1 lecture and 3 lab hours

Students are introduced to the methodology of the couture industry through an overview of key hand and machine embellishment techniques. Through experimental learning, students gain and understanding of incorporating courture embellishments to enhance and elevate original design development.

FD 384 — Active Sport Design

2 credits; 1 lecture and 2 lab hours

The requirements and principles of movement in specific sports in relation to fit and function of active sport apparel is covered. Students create original designs based on the technical and aesthetic needs of the serious sports enthusiast, select active sport textiles, and construct two outfits for sports of their choice.

Prerequisite(s): FD 351 or FD 381.

FD 385 — Performance and Outerwear Design

2.5 credits; 1 lecture and 3 lab hours

This introductory outerwear course underscores how fashion, function and technology are intertwined when creating casual and performance apparel. Attention to proportion, silhouette and functional details development, high tech fabric selections, choice of hands-on construction and trim methodology, planning, and fitting techniques guide student design development through effective first prototype execution.

FD 386 — Swimwear Design

2 credits; 1 lecture and 2 lab hours

Students are introduced to swimwear design and the history of swimwear, with emphasis placed on development in the USA. They create original designs using advanced flat pattern or draping techniques and underwire bra construction techniques. Garments are constructed in appropriate performance textiles selected by students using specialized machinery.

Prerequisite(s): FD 351 or FD 381.

FD 391 — Children's Wear Licensing Practicum

1.5 credits; 3 lab hours

This course familiarizes students with all aspects of designing licensed children's wear products. Students spend three hours per week for ten weeks at a children's wear host company, and three hours per week for five weeks with an apparel faculty mentor.

FD 451 — Knitwear Design: Full Fashion and Pointelle

2 credits; 4 lab hours

An introduction to full fashion knitting and the principles of pointelle design. Students use jersey and rib structures to create full fashion garments. Emphasis is placed on appropriate design solutions for full fashion garments and designing pointelle patterns.

FD 453 — Simulated Knitwear Design

2 credits; 4 lab hours

Using simulated technology with knitwear design methodology, students creatively design and effectively develop a digital sweater collection. Relevant technologies such as Kaledo, Adobe Illustrator and Microsoft Excel are incorporated.

Prerequisite(s): FD 342 or FD 355 or FD 359.

FD 461 — Tailoring Techniques

2 credits; 4 lab hours

This course enables students to elevate their basic sewing skills to an advanced level. Students learn to construct a jacket utilizing hand-tailored methods. Through lectures and demonstrations, students evaluate different levels of quality garments to better understand construction and costing.

FD 462 — Designer Sportswear Incubator

2.5 credits; 1 lecture and 3 lab hours

In this research and development course, students stretch the possibilities of shaping, seaming, handling, and manipulating select fabrics to create innovative, wearable designer sportswear silhouettes and details. Cutting-edge techniques and developments, combined with the inspirational examples of high-end designer role models further challenge individual experimentation that reflects the students' personal aesthetic vision.

Prerequisite(s): FD 369.

FD 467 — Children's Wear Niche Market

2 credits; 4 lab hours

Students are exposed to specialized and profitable areas of the childrenswear market. In-dept market research and field trips familiarize students with new niche markets. Advanced methods of patternmaking and construction are explored. Students use their newly gained knowledge to create original niche garments.

FD 472 — Structural Design Fitting Techniques

1.5 credits; 3 lab hours

An introduction to professional foundation-fitting techniques as used in the intimate apparel industry. Students learn fitting on a foundation fit model using retail samples and garments of their own design. Through in-class visits and demonstrations by industry experts, students participate in fitting prototypes to explore proper proportion, fit, and comfort.

Prerequisite(s): FD 376 or FD 368

Co-requisite(s): FD 481.

FD 475 — Leather Apparel Design

2 credits; 4 lab hours

This course introduces students to the use of leather, suede, and other animal skins for women's apparel design. The course explores the application of design principles exclusive to designing apparel with leather skins. Students create designs through draping and flat pattern utilizing industrial methods.

FD 481 — Structural Design

2.5 credits; 1 lecture and 3 lab hours

This course introduces students to structural design concepts and specialized techniques integral to the foundation industry and applicable to the intimate apparel and special occasion markets. Through demonstration and laboratory, students create original design projects that reflect their design aesthetic and incorporate advanced fitting techniques to industry standards.

Prerequisite(s): FD 376 or FD 368

Corequisite(s): FD 472.

FD 485 — Senior Thesis: Sportswear Design

3 credits; 6 lab hours

In this capstone course, students design, create, develop and prepare professionally executed sprotswear for the juried senior thesis fashion show. They refine their looks through fittings done on professional models. Under instructor guidance in tandem with guest designer/industry critic feedback, students' personal vision is advanced through finalized visual presentations.

Prerequisite(s): FF 497.

FD 486 — Senior Thesis: Special Occasion Design

3 credits; 6 lab hours

In this capstone course, students design, create, develop and prepare professionally executed special occasion for the juried senior thesis fashion show. They refine their looks through fittings done on professional models. Under instructor guidance in tandem with guest designer/industry critic feedback, students' personal vision is advanced through finalized visual presentations.

Prerequisite(s): FF 496.

FD 487 — Senior Thesis: Intimate Apparel Design

3 credits; 6 lab hours

In this capstone course, students design, create, develop and prepare professionally executed intimate apparel for the juried senior thesis fashion show. They refine their looks through fittings done on professional models. Under instructor guidance, in tandem with guest designer/industry critic feedback, their personal vision is advanced through finalized visual presentations.
Prerequisite(s): FF 494.

FD 488 — Senior Thesis: Childrenswear Design

3 credits; 6 lab hours

In this capstone course, students design, create, develop and prepare professionally executed childrenswear for the juried Senior Thesis Fashion Show. Students refine their fashion show looks through fittings done on professional models. Under instructor guidence in tandem with guest designer/industry critic feedback, students' personal vision is advanced through finalized visual presentations.
Prerequisite(s): FF 493.

FD 489 — Senior Thesis: Knitwear Design

3 credits; 6 lab hours

In this capstone class, students design, create, develop and prepare professionally executed knitwear for the juried senior thesis fashion show. They refine their fashion show looks through fittings done on professional models. Under instructor guidance in tandem with guest designer/industry critic feedback, students' personal vision is advanced through finalized visual presentations.
Prerequisite(s): FD 356
Corequisite(s): TS 491.

FD 498 — Children's Wear Practicum

1.5 credits; 3 lab hours

This course familiarizes students with all aspects of designing licensed childrenswear products. Students spend 3 hours per week for 10 weeks at a childreswear host company, and 3 hours per week for 5 weeks with an apparel faculty mentor.
Prerequisite(s): FD 366.

FD 499 — Independent Study in Fashion Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson and dean for Art and Design.

FF: Fashion Design–Art (See also AF, AP, AR, DP, FD, TL)

FF 111 — Visual Design Concepts I

2 credits; 4 lab hours

This course teaches students to understand, analyze, and draw the female fashion figure, front, turned, and back views. Students learn how to communicate their design ideas in a fashion sketch through garment details, silhouettes, and color theory. Acquiring skills in design development sketching enables them to create simple design groups.

FF 112 — Fashion Art and Design II

2 credits; 4 lab hours

Students learn to explore the nature and hand of fabrics, and how to render different textures, weights, and patterns in their fashion designs. Students develop original designs through researching historical periods, current fashion styling, and color trends as they are applied in fashion design. Design journals, customer profiles, and various presentation formats are introduced.
Prerequisite(s): FF 111.

FF 113 — Fashion Art and Design (for 1-Year AAS)

5 credits; 2 lecture and 6 lab hours

Students learn to sketch and render the contemporary fashion figure in order to create a fashion design collection. The course concentrates on proportion, fabric rendering, design details, garment silhouettes, and presentation techniques.

Corequisite(s): FF 115.

FF 114 — Model Drawing I for Fashion Designers

1 credit; 2 lab hours

Students learn to draw fashion figure proportion, movement, silhouettes, and details from the fashion model in a variety of poses. Emphasis is placed on experimenting with various media and techniques to render the different characteristics of fabric.

FF 115 — Digital Fashion Design Studio I (for 1-Year AAS)

2 credits; 4 lab hours

Students study fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop and Illustrator. Assignments emphasize digital design development as applied to the creative fashion designer for sketching techniques, color stories, fabric design, line planning, and original silhouette development.

Corequisite(s): FF 113.

FF 121 — Fashion Research and Inspiration

2 credits; 1 lecture and 2 lab hours

This course provides a cohesive and creative approach to the study of costume history from prehistoric and ancient eras to the Industrial Revolution and the start of the 20th Century. Students study menswear, womenswear and childrenswear silhouettes, textile development, construction innovation, garment details, accessories and the arts and culture of each period. Historic inspiration as utilized by contemporary designers is identified and analyzed.

Prerequisite(s): FF 143.

FF 141 — Introduction to Computerized Fashion Design

1 credit; 2 lab hours

This course introduces the basics of computer-aided design targeted specifically for the fashion industry. Using both bitmap and vector software, students learn techniques to conceptualize fashion designs and create industry-standard presentations.

FF 143 — Digital Design Studio

3 credits; 6 lab hours

Students learn the fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop and Illustrator. Course assignments emphasize digital design development sketching techniques, color stories, line planning, silhouette, and fabric design. The first 15 sessions focus on Photoshop, the last 15 sessions cover Illustrator.

Co-requisite(s): FF 111.

FF 161 — Fashion Art Studio

3 credits; 6 lab hours

Students learn to render various fabrics and design, using them in their fashion design projects. They develop original designs through research. Design journals, various presentation formats and design markets are explored. Module A covers designing and drawing fashion presentation groups. Module B covers drawing from live fashion models.

Prerequisite(s): FF 111.

FF 211 — Visual Design Concepts III

2 credits; 4 lab hours

Students prepare for their fourth-semester design collections by exploring the roles of research, design development, and editing in the fashion design process. Emphasis is placed on the application of design development to a variety of design groups in order to expand the students' knowledge of key fashion categories, markets, and price points.

Prerequisite(s): FF 161.

FF 212 — Visual Design Concepts IV

2 credits; 4 lab hours

This course enables students to understand the design process necessary for the execution of a design portfolio. Students create a design portfolio for two design seasons in their chosen area of study. An individual drawing style is developed along with suitable presentation techniques and formats.

Prerequisite(s): FF 113 or FF 211.

FF 213 — Model Visualization Techniques

1 credit; 2 lab hours

Students learn how to develop a quick and accurate methodology of fashion design sketching from models. The course provides ideas, inspiration, and a variety of techniques used to solve fashion design challenges.

Prerequisite(s): FF 113 or FF 211.

FF 221 — Fashion Past and Present

2 credits; 1 lecture and 2 lab hours

Slide lectures concentrating on Western fashion cover the ancient eras to the 20th century, emphasizing silhouettes, fabrics, garment details, construction, and accessories. Design projects for a variety of current markets are created with historic inspiration from the periods and cultures explored in the slide lectures, utilizing research from the library, museum, internet, and other sources.

Prerequisite(s): FF 112 or FF 113.

FF 241 — Fashion Design Computer: Photoshop

1.5 credits; 3 lab hours

Students learn the fundamental and advanced techniques specific to fashion design using Adobe Photoshop. Assignments focus on establishing fashion design principles through digital line design development techniques. Students develop increasingly advanced skills using the core software to produce coordinated fashion design presentations.

Prerequisite(s): AR 101 or FF 111 or FF 113 or approval of Fashion Design-Art assistant chairperson.

FF 242 — Fashion Design Computer: Illustrator

1.5 credits; 3 lab hours

Students learn the fundamental to intermediate-level techniques specific to fashion design using Adobe Illustrator. The course covers all aspects of drawing, including working with images and color. Course assignments focus on establishing industry techniques and developing proficiency in creating fashion designs using Adobe Illustrator.

Prerequisite(s): AR 213 or FF 141 or FF 241 or approval of Fashion Design-Art assistant chairperson.

FF 243 — Digital Flats and Specs

1.5 credits; 3 lab hours

Students learn to create garment specification sheets by integrating manual and digital skills. Digital design techniques and business practices are explored in order to create a presentation of a design collection.

Prerequisite(s): FF 241 and FF 242, or FF 141.

FF 244 — Design Collections: Visual Solutions

2 credits; 4 lab hours

Students develop design collection concepts for specific areas of the design market in a variety of presentation formats using digital and analog media. Using field trips, retail market research, and internet exploration as a springboard for design, students work with a guest critic from the fashion industry to create a design project for presentation.

Prerequisite(s): FF 113 or FF 211.

FF 245 — Digital Design: Flats and Floats

1.5 credits; 3 lab hours

Students execute creative and complex fashion flats utilizing digital tools such as Photoshop, Illustrator and Excel. Working from actual samples, they learn industry standards to digitally illustrate flat measurements and develop detailed callouts with related information.

Prerequisite(s): FF 143 or FF 241 and FF 242.

FF 291 — Fashion Portfolio Collection

2 credits; 4 lab hours

This course enables the student to understand the design process necessary for the execution of a design portfolio, developing original ideas specialized in one area of the industry. Students analyze a target market and develop their own personal drawing and rendering style.

FF 311 — Lifestyle Collection Design

2.5 credits; 1 lecture and 3 lab hours

In this course, students design Active Sportswear, Intimate Apparel/Shapewear, and Knitwear using a range of innovative fabrications. Students will use all levels of research and inspiration appropriate to designing a fashion collection. They develop a "Creative Process Journal" to record each collection.

FF 312 — Advanced Model Drawing for Fashion Design

1.5 credits; 3 lab hours

Students advance their drawing ability and explore various materials and techniques through in-depth observations and weekly problem solving in fashion design. Focus is placed on continuing the development of students' ability to draw the fashion figure, while strengthening a personal drawing style. A specific theme is addressed through weekly course work.

FF 321 — 20th-Century Style and the Modern Designer

2 credits; 1 lecture and 2 lab hours

A cultural history of 20th-century women's fashion in the Western world, and its influence on contemporary fashion. Students study fashion designers from the 1850s to the present day, and the political, social, and artistic influences on fashion. Primary research tools are explored as an inspiration for the students' own fashion designs.

FF 322 — 20th Century Style for the 21st Century Aesthetic

3 credits; 3 lecture hours

In this course, students explore the cultural history of women's fashion in the Western world from 1900 to present day. Through journal development, they create contemporary designs based on historical research.

FF 323 — Aesthetic Exploration and Development

2.5 credits; 1 lecture and 3 lab hours

Students develop their aesthetic sense and personal style through research and development, study of historical references, fabrications and trims. They explore the relationship of anatomy to fashion silhouette, style exaggeration to the body, attitude and taste level. They create a visual collection of fashion sketches appropriate for their customer's lifestyle needs.

FF 324 — Advanced Portfolio Art Techniques

1.5 credits; 3 lab hours

This course advances students' level of rendering techniques and figure drawing for fashion portfolio preparation. They target drawing and rendering challenges through experimentation with a variety of mediums, and focus on the medium that best expresses their personal style. Models are used periodically to emphasize design and composition.

FF 341 — Computer Art for Accessories Design

1.5 credits; 3 lab hours

Students learn advanced techniques specific to accessories design using Photoshop and Illustrator. Assignments focus on digitally created presentation and rendering techniques.
Prerequisite(s): AR 213 or AR 214 or AR 215 or FF 241 or PH 272 or permission of Accessories Design chairperson.

FF 342 — Digital Children's Wear Design

2 credits; 1 lecture and 2 lab hours

Students advance their creative drawing and presentation techniques through further development of their existing digital skills. They utilize software programs (such as Adobe Creative Cloud and Adobe Design) to digitally produce innovative, cohesive childrenswear collections based on various product categories. They expand their knowledge of the childrenswear market and develop well-designed digital childrenswear prsentations.
Corequisite(s): FD 366.

FF 343 — Children's Wear Design

2.5 credits; 1 lecture and 3 lab hours

Students focus their creative abilities on the development of cohesive age-appropriate childrenswear design groups. They create children's figures for various childrenswear size ranges. Students gain expansive knowledge of thei market while designing for various product categories. They develop a proficiency in presenting original, creative design ideas.

FF 344 — Digital Design Identity

1.5 credits; 3 lab hours

Students plan and create high caliber visual content and presentations for use over several digital platforms. Using their knowledge of output platforms to make informed choices, they create presentations that successfully support design point-of-view while effectively engaging their viewers.

FF 345 — Advanced Digital Fashion Design

2 credits; 1 lecture and 2 lab hours

Students build on their existing digital skills as they develop advanced creative techniques using bitmap and vector software (including the Adobe Creative Cloud). Using apparel industry best practices, they focus on accurate and expressive communication of fashion design ideas with an individual voice.

FF 351 — Knitwear Design I

1.5 credits; 3 lab hours

An introduction to knitwear design. Students study the knitting process, including yarns, stitches, patterns, and constructions, to create original design sketches specific to this market. Knit collections are completed in the following categories: performance and seamless knits, body-contouring intimates, cut-and-sew knits, and full-fashioned machine knits.

FF 352 — Knitwear Design II

1.5 credits; 3 lab hours

Students study full-fashioned and cut-and-sew knit design collection in order to create projects designed to focus on current knitwear industry trends. Course assignments incorporate yarn and trend market research, design development, rendering and design sketching of knits, and flat sketching.

FF 353 — Advanced Knitwear Design

2.5 credits; 1 lecture and 3 lab hours

This course covers knitwear market design units for sweater knits; full-fashion and cut-and-sew. Students explore themes for an industry collaboration project, and identify and compare different knit markets, yarns, stitches, fibers, trend, silhouettes and garment construction. Through journals, conceptual design for collections is developed.

Prerequisite(s): FF 311.

FF 361 — Children's Wear Design

2 credits; 4 lab hours

Students develop a proficiency in sketching children's figures in the various age/size ranges of the children's wear market. Design projects are created based on an analysis of the trends, design requirements, and challenges of each age group of clothing, with emphasis on presentation, drawing, and rendering skills.

FF 363 — Design Directions in R-T-W

2.5 credits; 1 lecture and 3 lab hours

This course covers the market category of casual designer sportswear. Students explore sportswear themes for an industry collaboration project, sustainable designs, and an e-commerce streetwear unit. Conceptual design development is utilized to create collections within a journal format. In-store and online research reports are generated. Students develop a body of work representing a variety of presentation formats as utilized in the fashion industry.

Prerequisite(s): FF 311.

FF 364 — Shapewear and Foundation Design

2.5 credits; 1 lecture and 3 lab hours

This course addresses the intimate apparel markets of foundations, shapewear, seamless shapewear, and novelty coordinates. Conceptual design development techniques are employed to create original designs through concept journaling and creation of a design unit book. Students resolve design challenges and develop a line planning book that incorporates industry presentation formats.

Prerequisite(s): FF 311.

FF 372 — Intimate Apparel CAD

1.5 credits; 3 lab hours

Students learn digital techniques for visually presenting design concepts using over-the-counter software. A special emphasis is placed on renderings of specialty fabrics, trims, and constructions appropriate to specific intimate apparel categories.

FF 373 — Special Occasion Bridal Design

2.5 credits; 1 lecture and 3 lab hours

This course serves as an introduction to the special occasion industry, with particular focus placed on the bridal industry. Utilizing the study of target markets, price points, demographics and a bridal customer's lifestyle, students create a coherent concept journal and design a portfolio suitable for the bridal industry, including brides, bridesmaid and mother of the bride. Corequisite: FD 368.

FF 391 — Bridal Design: Portfolio

2 credits; 4 lab hours

Students create a coherent design portfolio for the bridal industry by researching target market studies, trend spotting, and analyzing the design philosophies of contemporary bridal designers. Students also develop a personal drawing style and learn to develop design concepts via the fashion sketch to create a design presentation appropriate to the focused market.

FF 392 — Swim/Active Sport Portfolio

2 credits; 4 lab hours

Through the study of active sports and the principles of movement, students develop original design sketches for the serious and recreational athlete. As inspiration for portfolio collections, students conduct internet and in-store market research focusing on swim apparel and active sport product lines.

FF 393 — Portfolio: Sportswear

2 credits; 4 lab hours

Students plan and illustrate original designs for a women's or children's sportswear portfolio. Consideration is given to current trends in the sportswear industry and the impact of communication technologies and economic realities of a global marketplace. Students work in an interdisciplinary environment with the option of developing their concepts in digital or manual formats.

FF 394 — Portfolio: Active Wear

2 credits; 4 lab hours

Students plan and illustrate original designs for an active and performance apparel design portfolio for both the women's and children's wear market. Consideration is given to current trends in the industry, the impact of communication technologies, and the economic realities of a global marketplace. Students work in an interdisciplinary environment with the option of developing concepts in digital or manual formats.

FF 395 — Portfolio: Knitwear Design

1.5 credits; 3 lab hours

Students plan and illustrate original designs for a knitwear design portfolio. Consideration is given to current trends and technologies in the knitwear industry. Students work in an interdisciplinary environment with the option of developing their concepts in digital or manual formats.

FF 396 — Senior Portfolio: Intimate Apparel

1.5 credits; 3 lab hours

This course introduces students to the specialized areas of the intimate apparel soft market. Through extensive research, students gain an understanding of the daywear, loungewear, leisurewear, and sleepwear markets. Students develop their original design sketches into a comprehensive portfolio.

FF 397 — Senior Portfolio: Special Occasion

2 credits; 4 lab hours

This course enables students to understand the design process necessary for the execution of a portfolio appropriate for the evening wear and special occasion market.
Prerequisite(s): FF 391.

FF 398 — Outerwear and Performance Apparel Design Portfolio

2 credits; 4 lab hours

Students become familiar with the current outerwear and performance apparel market. They forecast and track trends and create product, storyboards, and spec sheets for various segments of the women's outerwear and performance apparel industry. Sourcing trims such as hardware and closures is studied.
Prerequisite(s): FF 243 or approval of Fashion Design-Art assistant chairperson.

FF 491 — Internship

2 credits; 2 lecture hours

An unsalaried, 12-week internship in the industry, scheduled individually for a minimum of 87 hours at the worksite and 3 hours on campus. Integrates students' design knowledge with field experience at a specific manufacturer with a company employee as a supervisor/mentor. The Internship Center assists the Fashion Design Department in placement.

FF 492 — E-Portfolio

1 credit; 2 lab hours

Students explore various techniques for integrating existing hand-generated and digital artwork in electronic fashion design presentations. Emphasis is placed on understanding the architecture of the e-portfolio, critical thinking, consistency, and ordering of content. Students learn to create visual databases, catalogues, slide shows, and basic web pages.

Prerequisite(s): FF 393, or FF 394, or FF 395, or FF 396, or FF 397, or approval of Fashion Design-Art assistant chairperson.

FF 493 — Senior Portfolio: Childrenswear Design

2.5 credits; 1 lecture and 3 lab hours

In this course, students develop a professionally executed portfolio that showcases their creative design skills, artistic proficiency, in-dept market knowledge, personal growth, and individuality. Students reseaerch, analyze and edit the directional style components of their fashion collection. The portfolio development process refines student creativity through advanced artistic expression of childrenswear collections.

Prerequisite(s): FF 343.

FF 494 — Senior Portfolio: Intimate Apparel Design

2.5 credits; 1 lecture and 3 lab hours

In this course, students develop a professionally executed portfolio that showcases their creative design skills, style proficiency, in-depth market knowledge, personal growth, and individuality. They research, analyze and edit the directional style components of their fashion collections. The portfolio development process helps refine their creativity through advanced artistic expression of intimate apparel collections.

Prerequisite(s): FF 364.

FF 495 — Senior Portfolio: Knitwear Design

2.5 credits; 1 lecture and 3 lab hours

In this course, students develop a professionally-executed portfolio that showcases their creative design skills, artistic proficiency, in-depth market knowledge, personal growth, and individuality. They research, analyze and edit the directional style components of their fashion collection. The portfolio development process refines students' creativity through advanced artistic expression of knitwear collections.

Prerequisite(s): FF 353.

FF 496 — Senior Portfolio: Special Occasion Design

2.5 credits; 1 lecture and 3 lab hours

In this course, students develop a professionally executed portfolio that showcases creative design skills, artistic proficiency, in-dept market knowledge, personal growth, and individuality. Students research, analyze and edit the directional style components of their fashion collection. The porfolio development process helps refine their creativity through advanced artistic expression of special occasion collections.

Prerequisite(s): FF 373.

FF 497 — Senior Portfolio: Sportswear Design

2.5 credits; 1 lecture and 3 lab hours

In this course, students develop a professionally executed portfolio that showcases creative design skills, artistic proficiency, in-dept market knowledge, personal growth, and individuality. Students research, analyze and edit the directional style components of their fashion collection. The porfolio development process helps refine their creativity through advanced artistic expression of sportswear collections.

Prerequisite(s): FF 363

Corequisite(s): FD 462.

FI: Film and Media

FI 111 — Introduction to Film

3 credits; 2 lecture and 2 lab hours

This course provides students with the tools to analyze moving image presentations in an academic setting or as a filmmaker. Students examine the uses of camera, editing, sound and elements of the production design as they create meaning in film images and narratives. Examples are drawn from a full range of feature films, documentaries, other forms of entertainment and advertising, whether delivered theatrically, through television or over the Internet. (Formerly LA 141) (G7: Humanities).

FI 200 — Bollywood and the Making of India

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with SS 202. Bollywood films are used as a medium to examine changes in contemporary India, including the broader concerns about colonialism, postcolonial, and hegemonic nationalism. Issues from modernity and economic liberalization, to sexuality, caste, class, religious identities, and terror, all in the context of state-building—the making of India, are considered (G7: Humanities; G9 Other World Civilizations).

FI 201 — Principles of Costume for Filmmakers

3 credits; 3 lecture hours

Costumes support a director's vision and an actor's performance by revealing idiosyncrasies of character, mood and social status. Topics range from analyzing scripts, to researching modern dress and period wardrobe, to imagining the style of inhabitants of an imagined world. (G6: The Arts).

FI 202 — Mafia Movies: Crime and Corruption in Italian Popular Culture

3 credits; 2 lecture and 2 lab hours

This course is cross listed with MC 201. This course looks at Italian film and television representations of the Mafia. Students view selected films and analyze them within the context of the historical and social development of organized crime in Italy. Texts discussed also include novels, historical studies, film criticism, photography, documentaries, and popular songs. (G6: The Arts; G7: Humanities).

FI 203 — African-American Film Culture

3 credits; 2 lecture and 2 lab hours

A broad survey of the complex intersections between film culture and African-American society from the late 19th century to present. This course examines the various ways African Americans have both contributed to and been imaged by cinema – both within and outside of Hollywood filmmaking – while also exploring larger issues of aesthetics and identity. (G7: Humanities).

FI 204 — Martial Arts Cinema and its Global Impact

3 credits; 2 lecture and 2 lab hours

This course introduces representational martial arts films, directors and stars from around the world to investigate the transformation, diversification, ongoing appeal and globalization of this evolving genre. Close attention will be paid to formal and stylistic aspects of films as well as their historical, transnational, and socio-cultural contexts. (G7: Humanities).

FI 205 — Producing For Film

3 credits; 3 lecture hours

Provides students with the skills to take on the role of producer, whether line-producing a music video or producing their own film. Skill-sets include optioning material, budgeting, setting a schedule, and fundraising. Using their own projects as test cases students create a step-by- step production and business plan preparing them for real world applications.

FI 206 — Mexican Cinema: Between The National and The Global

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with MC 205. Students analyze films produced in Mexico from the 1930's to the present; from the nationalistic underpinnings of earlier productions to contemporary transnational ventures intended to for globalized market. This course considers how Mexico's history and socioeconomic features inform the aesthetics of Mexican cinema. (G7: Humanities).

FI 207 — Devouring the Screen: Food in Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with MC 207. An exploration of world cinema through the theme of gastronomy. Students learn how food is depicted across various cinematic genres and cultural contexts. Analysis focuses on the development of the "food film" and how cinematic and televisual representations of food communicate issues of gender, economics, politics, sexuality, and ethnic identity. (G7: Humanities)

Prerequisite(s): FI 111 or permission of instructor.

FI 220 — The Writers' Room: What Makes Great Television?

3 credits; 3 lecture hours

Writing for television is a collaborative process. Students produce spec television scripts and a polished original pitch, developing the ability to give and receive appropriate feedback early in the creative process. (G6: The Arts)

Prerequisite(s): FI 256.

FI 221 — History of Film, Beginnings to 1959

3 credits; 2 lecture and 2 lab hours

This course presents an overview of cinema history from its beginning to 1959 and provides students with the basic tools for analyzing the art of film. Students view representative films from major movements and study the uses of camera, editing, lighting, and sound. (Formerly EN 255) (G7: Humanities) Pre-requisite(s): EN121 or equivalent.

FI 222 — History of Film, 1960-Present

3 credits; 2 lecture and 2 lab hours

This course presents an overview of cinema history since 1959, with attention to the cultural, political, economic, and technological forces that helped to shape cinema during this time. Significant trends within the U.S. are studied, including new and changing genres, independent and maverick filmmakers, and the dominance of Hollywood blockbusters. Students are introduced to national cinemas in Asia, Africa, and Latin America. (Formerly EN 256)(G7: Humanities) Pre-requisite(s): EN121 or equivalent.

FI 223 — Women Make Movies: A History of Women's Filmmaking

3 credits; 2 lecture and 2 lab hours

Students analyze the work of women filmmakers from the earliest days of the silent cinema to the late 1970s. Emphasis is placed upon recuperating women's historical contributions to the motion picture arts as well as exploring the creative processes of individual artists. (G7: Humanities).

FI 224 — Avant-Garde Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with HA 217 This course is a survey of major moments in avant-garde film from 1895 to the present. Through readings and discussions, students explore theories of avant-gardism, and study how such films are expressions of the historical, cultural, and philosophical contexts of their production. (G7: Humanities)

Prerequisite(s): FI 111 or HA 112.

FI 225 — Latin American Cinema and Resistance

3 credits; 2 lecture and 2 lab hours

This course is taught in English. This course is cross-listed with MC 261. Students are introduced to Latin American cinema, considering the pivotal role of diverse forms of resistance, focusing on issues crucial to understanding the continent's cinematci creation, including cultural identity, race, ethnicity and gender. They develop a critical understanding of the evolution of Latin American film practices since the 1960s to current trends. (G7: Humanities; G9 Other World Civilizations).

FI 226 — Documentary Production: Streets of NYC

3 credits; 2 lecture and 2 lab hours

This film production course explores creative approaches to documenting life and locations in New York City. Class crews use a variety of film techniques while shooting on the street, and incorporating the people they meet on the street into their films. Students will shoot several short documentaries throughout the semester.

FI 231 — History of Documentary Film

3 credits; 2 lecture and 2 lab hours

Provides a historical overview of the documentary form as its evolved through history. Ethnographic and propaganda films, social documentaries, cinema verite, and first person biographies will be examined. Students investigate the issues of truth and representation, and critique films from the perspective of feminist theory, cultural anthropology, and general film history and theory. (Formerly LA 244)

Prerequisite(s): FI 111.

FI 232 — Documentary Film Production

3 credits; 2 lecture and 2 lab hours

This is an introductory film production course on documentary and creative nonfiction filmmaking. Students learn the crucial steps of production from the development of ideas and research through editing and post-production. They complete three short documentaries including a biographical portrait, a social change documentary, and a creative non-fiction piece.

Prerequisite(s): PH 281.

FI 234 — Film Genres: Horror

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with HA 251. This course provides an international historical survey of the horror film from the early 20th century to the present. Through screenings and readings from a range of authors, students analyze formal and thematic elements of the horror genre in relation to historical, social, and aesthetic contexts. (G6: Arts; G7: Humanities).

FI 241 — History of Russian and Soviet Cinema

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with HA 252. This course is a survey of films produced in pre-revolutionary Russia, the Soviet Union, and post-Soviet Russia, from the earliest silent films to the present. Students view selected films and analyze them within historical, social, and aesthetic contexts. (G6: Arts; G7: Humanities).

FI 242 — Ethnographic Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with HA 315. This course focuses on the history and nature of ethnographic film in describing and defining diverse world cultures. Topics addressed include the origins of ethnographic texts and images in the context of medieval European travel and trade, and the multiple genres of ethnographic films made from the 1920s to the present. (G9: Other World Civilizations)

Prerequisite(s): HA 112.

FI 243 — Television Genres

3 credits; 3 lecture hours

This course is an introduction to the concept of genre in television. Students analyze ways in which individual genres have been used by media producers and consumers, as well as exploring the processes through which television genres evolve as they respond to developments in the television industry and shifts in culture. Gen Ed: Humanities (G7).

FI 244 — Major Movements in Chinese, Japanese and Korean Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with EN 257. This course is an introduction to major film directors, movements, and genres from China, Taiwan, Hong Kong, Japan, and South Korea. Formal and stylistic aspects of films as well as their historical, transnational, and sociocultural contexts are addressed. Students discuss and write critically about East Asian film. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): EN 121 or equivalent.

FI 245 — Chinese Cinema

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with EN 281. Students are introduced to major film directors, movements, and genres from China, Taiwan, and Hong Kong. They discuss and write critically about Chinese film, with close attention paid to the formal and stylistic aspects of film, and their historical, transnational, and sociocultural contexts. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): EN 121 or ES 129 or equivalent.

FI 246 — Italian Cinema

3 credits; 2 lecture and 2 lab hours

This course is taught in English. This course is cross-listed with MC 251. This course introduces students to the world of Italian cinema. They survey some of the defining elements of Italian cinema from its inception to contemporary Italian cinematic practices. Screenings include Neorealist masterpieces, cinema d'autore, commedia all'italiana, spaghetti Westerns, and contemporary Italian films. (G6: Arts; G7: Humanities).

FI 256 — Screenwriting I

3 credits; 3 lecture hours

This course is cross-listed with EN 266. This course introduces the practice of writing fiction for the screen, focusing on the short film. In a workshop setting, students explore a range of approaches to the short screenplay, from traditional to innovative, and use examples from a variety of genres and geographical origins. (G6: Arts)

Prerequisite(s): EN121 or equivalent.

FI 261 — Introduction to Sound

3 credits; 2 lecture and 2 lab hours

In this production course in sound for digital filmmaking, students explore the phenomena of sound, the art of audio recording, and the function of sound for the screen. Technical topics include digital recording, editing, and mixing; sound wave manipulation; audio processing; microphone technique; preparation for multi-track mixing; and final digital mixing to picture.

FI 262 — Costume and Fashion in Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with HA 347. This course surveys the history of costume design in films from 1895 to the present. Through screenings, museum visits, and readings, students view the work of leading costume and fashion designers and explore the connections between film and related visual art and media. (G7: Humanities).

FI 271 — Fans and Fandom in the Internet Age

3 credits; 3 lecture hours

This course examines fans and fandom within the context of the history and evolution of mass media and participatory culture. Students explore fan communities as subcultures with their own social structures and cultural practices and engage their origins in cults, celebrity culture, and technological change and innovation.

FI 272 — Introduction to Television Studies

3 credits; 3 lecture hours

This course analyzes the medium of television in terms of its history, narrative, style, technique, editing, sound, and representation. Students view programs from the 1950s to the present, marking and investigating TV's transformations as it moves with and creates cultural history. Students acquire and use skills for reading television in terms of its production and signification. (Formerly LA 243)(G7: Humanities)

Prerequisite(s): EN 121 or ES 129.

FI 273 — The Other Hollywood: Film in New York

3 credits; 2 lecture and 2 lab hours

This course examines New York's significance in the history of American film. As the birthplace of the industry, the city has been a seedbed for innovation in documentary, avant-garde and independent film, as well as an icon in Hollywood cinema. (Formerly LA 247) Gen Ed: Humanities (G7).

FI 299 — Independent Study - Film & Media

1-3 credit

FI 300 — Digital Storytelling: Creating A Web Series

3 credits; 2 lecture and 2 lab hours

Focuses on serialized storytelling using video, images, audio and text, to post engaging and compelling online stories. Students research current trends in online storytelling, develop a vocabulary for critical analysis of current practices, and build on their existing knowledge of production tools to create their own Web series. (G6: Arts).

FI 319 — Sound Design For Film

3 credits; 2 lecture and 2 lab hours

This course is a digital audio production course that provides students with the skills necessary to create compelling soundtracks for film. Students will be guided through all the vital stages of sound design including sound effects, music selection and voice editing to enhance the visuals and narratives of a film. (G6: The Arts).

FI 320 — Major Directors: Federico Fellini

3 credits; 2 lecture and 2 lab hours

Federico Fellini's highly personal films consistently expand the boundaries of cinematic narratives and visual imagination. This course traces the development of Fellini's work from the 1940s to the 1990s, and examines his many contributions to the craft, art, and to the language of cinema.

Prerequisite(s): FI 111.

FI 321 — Film Theory and Criticism, An Introduction

3 credits; 3 lecture hours

Students are introduced to the major issues and movements in film theory and criticism. Examining key issues such as the relationship between film representation and reality and the roles of image, narrative, and the industrial infrastructure, students learn to place critical statements about film into a theoretical discussion that has flourished since the early days of silent film. (G7: Humanities)

Prerequisite(s): FI 111.

FI 322 — Major Directors: Alfred Hitchcock

3 credits; 2 lecture and 2 lab hours

This course provides an in-depth study of the films of Alfred Hitchcock, which are examined within the context of his life and the Hollywood system. Students learn the concepts of auteur theory by focusing on Hitchcock's storyboarding method, his stylistic and cinematic technique, and his innovative use of editing and sound. (Formerly LA 443) Gen Ed: Humanities (G7).

FI 323 — Sexuality in Cinema

3 credits; 2 lecture and 2 lab hours

This lecture/screening course examines the representation of sexuality in cinema as it's been constructed by Hollywood, independent filmmakers and contemporary media artists. Starting with early cinema and moving through the Hays Code era, the radical '60s, and into contemporary times, students view works that portray multiple forms of sexuality and gender identity, while contextualizing it with the politics of its time. (G6: The Arts).

FI 324 — The Romantic Comedy

3 credits; 2 lecture and 2 lab hours

This course surveys romantic comedy from the early sound era to the present, considering how cultural anxieties about gender, class, and marriage influenced the representation of sex, love and courtship rituals; interrelations between stardom and authorship; and the changing nature of cinematic sexuality after World War II. (G7: Humanities).

FI 325 — Major Directors: Akira Kurosawa

3 credits; 2 lecture and 2 lab hours

This course examines selected works by the great Japanese director Akira Kurosawa, tracing the evolution of his personal cinematic style from the end of World War II to the 1970's. Through study of Kurosawa's choices of subject, talent, camera work, music, production design and editing, students learn what made Kurosawa so innovative and significant.
Prerequisite(s): FI 111 Gen Ed: Humanities (G7).

FI 326 — Major Directors: Charlie Chaplin and Frank Capra

3 credits; 2 lecture and 2 lab hours

This course examines the work of two seminal directors of classic Hollywood who profoundly influenced American culture: Chaplin's "tramp" persona became an instrument of acute social criticism and broader humanist reflection; Capra's beleaguered "common-man" protagonists brought issues of new deal politics to the pinnacle of box-office popularity. (G7: Humanities)
Prerequisite(s): FI 111.

FI 327 — Post Production Digital FX

3 credits; 2 lecture and 2 lab hours

An introduction to the digital techniques of post-production visual effects. Students create their own elements and incorporate "stock" elements to enhance and expand cinematic visuals, mastering the core competencies of Digital FX production through creative personal projects. (G6: The Arts)
Prerequisite(s): FI 232.

FI 328 — Directing The Actor

3 credits; 2 lecture and 2 lab hours

An introduction to the relationship between film directors and film actors. Students practice practical directing techniques through scene work, dramatic analysis, and action workshops. The history of directing is covered through readings, screenings, and collaborative exercises using outside actors. (G6: The Arts).

FI 331 — Film Genres: Crime Stories

3 credits; 2 lecture and 2 lab hours

This course examines interrelationships in film and literature, focusing on "Crime Stories" – novels and cinematic adaptations that tell stories of crimes from differing points of view, starting with the detective, moving toward the criminal, and ending with the victims. Students study a variety of crime genres: the whodunit, the film noir, the docudrama, the neo-noir and the metafiction. (Formerly LA 342) (G7: Humanities).

FI 332 — The Science Fiction Film

3 credits; 2 lecture and 2 lab hours

This course examines the science fiction film from its beginnings. Students analyze the genre's merits and flaws, conventional narrative themes and iconography, relevance, and fundamental departures from science fiction literature. They explore how science fiction films mirror the social and political environment of their time. (G7: Humanities).

FI 333 — Film Genres: Animation

3 credits; 2 lecture and 2 lab hours

In this history of animation course, students gain an understanding of animation as an art form and as a series of ideological texts to be read and interpreted within the context of the cultures that produced them. (G7: Humanities).

FI 334 — Film Genres: Films of the Supernatural

3 credits; 2 lecture and 2 lab hours

This course examines films that involve the supernatural, frequently a subgenre of the horror film. Students explore story conventions, iconography, and the relationship to cultural and literary foundations from which these films derive.

FI 335 — Film Genres: Melodrama

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with MC 331. Students are introduced to the genre of melodrama and its development from the silent era through the present day. Students analyze formal and thematic elements, with a focus on political and social-cultural contexts: Screenings include classical Hollywood pictures, soap operas, telenovelas, and films from Asia, Europe, and Latin America. (G6: Arts; G7: Humanities).

FI 341 — French Cinema

3 credits; 2 lecture and 2 lab hours

Students are introduced to the rich legacy of French Cinema, from its early days in silent film to Surrealism and Poetic Realism between World War I and World War II to its position of influence with the New Wave in the 1960s. The political cinema of the 1970s is examined, as well as today's new French filmmakers. (G7: Humanities).

FI 342 — Contemporary Korean Cinema

3 credits; 2 lecture and 2 lab hours

This course is an introduction to South Korean cinema from the late 1980s to the present. Students study the concept of New Korean Cinema, the rise of the domestic film industry and auteurs, and the emergence of blockbusters and their growing regional and international recognition. (Formerly LA 251) (G7: Humanities; G9: Other World Cultures).

FI 343 — Contemporary Chinese Cinema (Honors)

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with EN 382. An introduction to the contemporary cinemas of Mainland China, Taiwan, Hong Kong, and the Chinese Diaspora, this course focuses on selected major directors, movements, and genres from the 1990s to the present. Students study the formal and stylistic aspects of films as well as their historical, transnational, and sociocultural contexts. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

FI 356 — Screenwriting II

3 credits; 3 lecture hours

This course is cross-listed with EN 366. This course focuses on elements of screenwriting for feature-length films, including story concept, three-act structure, the world of the story, protagonist and antagonist, conflict, characterization, scene development, and dialogue. Students formulate individual projects, from pitching a story to presenting a synopsis, preparing an outline, and writing a screenplay. The business end of screenwriting is discussed and students meet film industry professionals. (G6: Arts).

Prerequisite(s): FI 256.

FI 361 — Third-Year Production I

3 credits; 2 lecture and 2 lab hours

Focuses on the tools, techniques, and hands-on experiences required to become proficient in shooting digital video. Aesthetic, technical topics are addressed, including camera movement, use of filters, and introduction to color grading. Students shoot several short films throughout the semester.

Prerequisite(s): PH 283.

FI 362 — Third-Year Production II

3 credits; 2 lecture and 2 lab hours

Building on skills acquired in Junior Production I, this course refines the student's shooting and editing techniques. Students use more complicated lighting set-ups, and will incorporate dollys and handheld rigs into their films. With both group and individual projects, each student prepares for their thesis films to be shot Senior year.

Prerequisite(s): PH 284.

FI 373 — Advanced Cinematography

3 credits; 2 lecture and 2 lab hours

Building on earlier courses, this production course continues to explore cinematography as the means of shaping visual and narrative aspects of any project. Advanced uses of composition, camera, and lighting are mastered through lectures, technical workshops, and creative projects. Screenings, discussions, and readings help students understand cinematography in historical context. (G6: Arts)

Prerequisite(s): FI 232 or PH 372.

FI 400 — Screenwriting III

3 credits; 3 lecture hours

Building on skills and projects developed in previous screenwriting courses, students successfully complete feature-length scripts. They refine their understanding of story concept, structure, protagonists and antagonists, conflict, characterization, scene development, and dialogue.

Prerequisite(s): FI 356 or EN 366.

FI 461 — Senior Production I

3 credits; 2 lecture and 2 lab hours

Students begin shooting their thesis films. Through readings, in-class visits, field trips, and lab experiences, students study the four aspects of production – development, pre-production, production, and post-production. The second of a two-course sequence in production.
Prerequisite(s): FI 362.

FI 462 — Fourth-Year Production II

3 credits; 2 lecture and 2 lab hours

Students continue shooting their thesis films. Through readings, in-class visits, field trips, and lab experiences, students study the four aspects of production – development, pre-production, production, and post-production.
Prerequisite(s): FI 461.

FI 499 — INDEP STUDY - FILM & MEDIA

1-3 credit

FM: Fashion Business Management

FM 114 — Introduction to the Fashion Industry

3 credits; 3 lecture hours

This survey covers the history, characteristics, and global interrelationships of all segments of the fashion industry. The course explores how fiber, textile, and apparel producers, retailers, and home furnishings companies merchandise and market their products within the industry and to the ultimate consumer.

FM 116 — Fashion Business Practices

3 credits; 3 lecture hours

A comprehensive introduction to the modern fashion business environment with insight to the structures, finances, management, leadership, organization and ethical responsibilities of varied global fashion enterprises. Emphasis is placed on careers, job descriptions and the preparation necessary for a successful career in the fashion business.

FM 117 — Introduction to Fashion Marketing

3 credits; 3 lecture hours

This course focuses on the integration of fashion marketing concepts, practices, and applications and facilitates the development of a marketing/merchandising plan. Through a case study approach, students analyze opportunities regarding merchandise positioning, brand imagery, targeting, and segmentation of an apparel or other fashion product.

FM 144 — Product Knowledge for Merchandising

3 credits; 3 lecture hours

Familiarizes students with the terminology and characteristics of merchandise of non-textile fashion accessories and home furnishings at all price levels. Enables retail buyers, product developers, and wholesale salespersons to differentiate criteria for price and quality.

FM 212 — Case Studies In Fashion Marketing

3 credits; 3 lecture hours

Through the case study method, analyze the decision-making process used to arrive at independent solutions to typical marketing problems. Student analyses and presentations of actual cases are evaluated for weighing of factual data, disciplined thinking, and arrival at rational conclusions.
Prerequisite(s): FM 116.

FM 213 — Introduction to Direct Marketing

3 credits; 3 lecture hours

Presents a comprehensive overview of the direct marketing industry, including its various components and career opportunities. Through the use of case studies and/or assignments, students learn strategic planning: how to choose and merchandise a product, pinpoint a target audience, develop marketing tests, and analyze results. Students are also introduced to the various electronic vehicles currently used in this ever-changing industry.
Prerequisite(s): AC 111 and FM 114.

FM 222 — Import Buying

3 credits; 3 lecture hours

Analyzes key factors in developing import programs, distribution of products, market sources, financing, and aspects associated with apparel and other imported products. The impact of imports on domestic apparel businesses is examined.
Prerequisite(s): FM 224.

FM 223 — Creative Fashion Presentations

3 credits; 3 lecture hours

Students prepare and present fashion information through clinics, shows, and written communiques. They learn how to research, analyze, and forecast fashion trends. Awareness of career opportunities in the fashion industries is fostered.
Prerequisite(s): AC 111 and FM 114.

FM 224 — Merchandising Math Applications

3 credits; 3 lecture hours

Students develop an understanding of the merchandising concepts and calculations necessary for interpreting and responding to financial planning and control reports of the merchandising and store operational teams. Among such reports are sales analyses, maintained markup reports, gross margin, and seasonal plans.
Prerequisite(s): Passing grade on FBM math placement test or mathematic proficiency.

FM 225 — Fashion Merchandising

3 credits; 3 lecture hours

This course provides a comprehensive look at the merchandising environment, including the functions and objectives of the merchandising team and the principles and techniques of today's buyers, planners, product developers, and account executives. Students work in teams on simulated merchandising projects to execute a seasonal plan.
Prerequisite(s): FM 224.

FM 226 — International Buying and Marketing

3 credits; 3 lecture hours

Students, under faculty supervision, visit principal European cities to study the factors involved in fashion marketing and the international customer's attitudes about fashion. Discussions involve methods, practices, and reasons for importation and exportation. Students are expected to complete written assignments. Approximately three weeks in June.
Prerequisite(s): Approval of instructor.

FM 228 — The Business of Fashion Styling

3 credits; 3 lecture hours

In the course, students explore the role of a fashion stylist as it applies to the field of merchandising. They learn about career opportunities in fashion styling and wardrobe consulting. The business requirements and entrepreneurial opportunities in the field of fashion styling are explored.

FM 231 — Strategies of Selling

3 credits; 3 lecture hours

Principles of personal selling techniques, presentation skills, the art of persuasion, negotiating, and account building in the wholesale markets are developed through lectures and workshops.

FM 244 — Product Development

3 credits; 3 lecture hours

Introduces the concepts and methods by which retailers create special, store-branded merchandise for targeted customer segments. The process of product development, from research to production to distribution, is studied.

Prerequisite(s): TS 111.

FM 245 — Fashion Forecasting for Merchandisers

3 credits; 3 lecture hours

Students explore and apply various forecast research methods in preparation for developing, planning, purchasing, or merchandising apparel lines and collections. Using the case study method, trend research is evaluated through the use of scholarly texts, articles, databases, and relevant websites to identify opportunities for growth and profitability in a fashion business.

Prerequisite(s): FM 117.

FM 251 — Small Store Fashion Retailing

3 credits; 3 lecture hours

Enables students to understand the procedures of organizing a small fashion retail enterprise and to become aware of the decision-making inherent in successful small-store merchandising. Students develop a model for a small fashion retail store.

Prerequisite(s): FM 224.

FM 262 — Contemporary Retail Management

3 credits; 3 lecture hours

Students study all operational segments of the fashion industry and describe the functions of each. Contributions employees add to sales productivity and customer satisfaction in retail establishments are studied. New technologies are researched and the impact on consumers' shopping experiences explored.

Prerequisite(s): FM 114.

FM 268 — Team Development Workshop

2.5 credits; 2 lecture and 1 lab hours

Through individual and team role-playing and workshop activities, students learn the management skills needed in the international workplace. Communications skills, teamwork, and process management are stressed.

FM 300 — Case Study Method: Fashion Business Applications

3 credits; 3 lecture hours

Introduction to methodology strategies for fashion business cases. Research and identification of current internal and external environmental factors and business trends for solving fashion business cases. Aspects of the fashion industry are reviewed through various cases and current industry issues.

FM 303 — Fashion Business Law

3 credits; 3 lecture hours

This course provides a practical introduction to the legal environment of the fashion industry. Students learn to anticipate and manage the key legal issues and problems faced by fashion designers and companies from the start-up phase though branding, sourcing, sales, and distribution phases.

FM 321 — Workshop in Apparel Merchandising

3 credits; 3 lecture hours

Hands-on workshops simulate the activities of a fashion merchandiser in overseeing the research, development, and presentation of a line for an apparel manufacturer. Emphasizes handling key accounts and the merchandiser's relationship with design, production, and sales staff.
Prerequisite(s): FM 244.

FM 322 — Fashion Inventory Management

3 credits; 2 lecture and 2 lab hours

In computer simulations and using advanced functionality in Excel, students make decisions involving inventory models, inventory replenishment, and seasonal and long-term replenishment strategies. Using the case study method, students learn to manage a business by developing seasonal financial plans, creating store plans, and balancing multi-store inventories.
Prerequisite(s): MG 306 or MG 132 and MG 153 and MG 253.

FM 324 — Business of Licensing

3 credits; 3 lecture hours

Students examine the business aspects of licensing as they apply to the fashion industry, from licensing assignments through the merchandising approval process. Appropriate skills for negotiating and planning licensed product lines are developed. Business and career opportunities with manufacturers, retailers, product developers, and designers of licensed fashion merchandise are explored.

FM 325 — Financial Assortment and Planning

3 credits; 2 lecture and 2 lab hours

A comprehensive study of financial and merchandise assortment plans utilizing JDA Enterprise Planning software. Business trends, along with historical data, will be used to construct a six-month plan that achieves the financial goals of the department for all key metrics. In-season strategies will be developed to address current business projections.

FM 326 — Sustainability in Fashion Merchandising

3 credits; 3 lecture hours

Using the case study method and primary research, this course enhances student knowledge of sustainability issues. Attention is also paid to the fiscal implications of implementing sustainability initiatives, illustrating that sustainability and profit are not mutually exclusive.
Prerequisite(s): FM 361.

FM 328 — Merchandising for Omni Retailing

3 credits; 3 lecture hours

This course covers omni-channel retailing, which is rapidly gaining momentum in the industry as consumers gain control of the shopping experience and demand to shop everywhere and in every way. The course looks at how e-commerce and social commerce, as well as mobile devices and tablets, are revolutionizing the role of the brick-and-mortar store to create a seamless shopping experience.
Prerequisite(s): FM 224 and FM 225.

FM 329 — Predictive Analytics for Planning and Forecasting (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with MA 329. This course provides students interested in predictive analytics with an understanding of statistical applications to retail merchandising with a focus on case studies from the company Planalytics. Students apply time series analysis to case studies to understand how analytics techniques lead to stronger sales, fewer markdowns and improved gross margins.
Prerequisite(s): MA 222.

FM 330 — Data Insights and Fashion Analytics

3 credits; 3 lecture hours

Various social media platforms and databases are used as part of the big data conversation to understand and quantify consumer sentiment on fashion apparel before financial decisions and strategies are finalized. Data Insight and predictive analytics are employed in order to maximize revenue and margin. Critical thinking is required to analyze, interpret and incorporate data into the final merchandise assortment plan.

Prerequisite(s): FM 325 and MA 321.

FM 341 — Computer-Aided Product Development I

3 credits; 2 lecture and 2 lab hours

This course examines how technology is used to create, merchandise, and communicate during each phase of the product development process. It focuses on the creative phases of product development, including trend research; sourcing for color, silhouette, and patterns; and assortment planning.

Prerequisite(s): FM 244 and MG 153.

FM 361 — Leadership Development for Retailing

3 credits; 3 lecture hours

A comprehensive study of the leadership skills inherent to being an effective, efficient manager in retail today. Students learn the effect of an organization's culture on the management process and how it is viewed from a global perspective. Decision-making, planning and strategic management, driving change and innovation, controlling, and managing communication and information technology are also studied.

FM 362 — Dynamics of Store Operations Management

3 credits; 3 lecture hours

This course identifies the divisions of retail management from the store operations perspective. Specific areas of operations management are analyzed. Students compare and contrast management practices among retailers using skills gained from roundtable discussions with industry executives and field trips.

Prerequisite(s): FM 361.

FM 363 — Corporate Social Responsibility

3 credits; 3 lecture hours

Using case studies, students gain an understanding of the importance of corporate ethics and of the ethical challenges faced by retailers, marketers, and manufacturers in the United States. Also addressed are the ways a company manages its retail business processes to produce a positive impact on society, and how it integrates social, ethical, and environmental concerns with retail profit objectives.

Prerequisite(s): FM 361.

FM 380 — Special Topics in Fashion Business Management Studies

0 credits

FM 380A — Special Topic: Case Study in Distributors- Amazon

3 credits; 3 lecture hours

Amazon challenges whole industries on a weekly basis. It has changed how the publishing, retail, fashion, grocery, tv/cable, technology, delivery, banking, pharmaceutical businesses operate, and the list continues to grow. This class will dissect these aspects of how Amazon’s business makes this all possible as well as explore how it has turned the investment world upside-down and revolutionized what “business-as-usual” means.

FM 422 — Merchandising Strategies

3 credits; 3 lecture hours

This is the capstone course for B.S. degree students, which integrates the skills and knowledge acquired in previous FM and related courses. Working in teams, students research financial, merchandising and competitive data and combine with information provided by executives from various retail organizations. Students articulate merchandising strategies in a final presentation.
Prerequisite(s): FM 325 and (MA 311, or MA 321, or MA 331).

FM 423 — Fashion Planning and Allocation

3 credits; 2 lecture and 2 lab hours

In this capstone course, students assume the roles of merchandise and location planners and allocators for a multi-door retailer. Using the case study method, students utilize industry technology and advanced Excel applications to analyze and evaluate data to develop allocation strategies to support seasonal assortments and location plans.
Prerequisite(s): FM 322 or FM 329 or MA 329.

FM 424 — Global Merchandising

3 credits; 3 lecture hours

This course explores the multiple merchandising practices used around the world in fashion apparel companies--both retail and wholesale. American merchandising theory is used as a base of comparison in the consideration of various religions, cultures, legal systems, and other global systems.
Prerequisite(s): FM 361.

FM 431 — Sales Management

3 credits; 3 lecture hours

This course includes the formulation of strategic sales programs for manufactured products and services. Students implement sales programs and evaluate control of the organization's sales activities. The course blends dynamic processes composed of interrelated sections, all geared to reach the sales objectives.

FM 441 — Computer-Aided Product Development II

3 credits; 2 lecture and 2 lab hours

This course applies web-based content and computer applications during product development. Students implement assembly and diagram details, specifications, cost sheets, etc., based on the creative content from FM 341.
Prerequisite(s): FM 341 and MG 306.

FM 480 — Special Topics in Fashion Business Management Studies

0 credits

FM 492 — International Product Development Practicum

4 credits; 4 lecture hours

In this course students apply principles learned in FM 244 to an international work experience in collaboration with an industry sponsor. They simulate the development and sourcing of a product in overseas factories. Offered in summer and winter only.
Prerequisite(s): FM 244.

FM 499 — Independent Study in Fashion Merchandising Management

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

FR: French

FR 111 — French I

3 credits; 2 lecture and 2 lab hours

This introductory course enables students with no background in French to communicate with French-speaking people. The basic skills of speaking, reading, and writing in French are established and the cultures where French is spoken are introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

FR 112 — French II

3 credits; 2 lecture and 2 lab hours

Students expand upon the skills established in French I and continue to study the cultures where French is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): FR 111 or equivalent.

FR 122 — French Conversation I

3 credits; 3 lecture hours

Students learn to converse in French by interacting in real-life situations. Functional and practical verbal communications are addressed, with a focus on the cultures where French is spoken. Course also taught in Paris in Winter and Summer Sessions. (G8: Foreign Language)
Prerequisite(s): FR 111 or equivalent.

FR 132 — French in Paris

3 credits; 2 lecture and 2 lab hours

Provides an opportunity for total immersion in French and for developing an awareness of the people, culture, and history of Paris and France. Continuation of the practice, development, and use of the basic spoken and written structures of contemporary French. Emphasis is placed on immediate active use of the language as an instrument of communication. Four days per week for four weeks in June.
Prerequisite(s): FR 112 or equivalent.

FR 213 — French III

3 credits; 2 lecture and 2 lab hours

This intermediate course is designed to review and refine students' communication skills in French. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where French is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): FR 112 or equivalent.

FR 214 — French IV

3 credits; 2 lecture and 2 lab hours

Building on French III, students refine their communication skills in French. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where French is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): FR 213 or equivalent.

FR 223 — French Conversation II

3 credits; 2 lecture and 2 lab hours

Conversational ability in French is further developed and refined by emphasizing interaction in real-world situations. Advanced functional and practical verbal communications are addressed, with a focus on the cultures where French is spoken. (G8: Foreign Language)
Prerequisite(s): FR 112 or equivalent.

FR 315 — Introduction to French Literature

3 credits; 3 lecture hours

Introduces students to the history of French literature from the Middle Ages to the 19th century. Examines major French authors in the genres of poetry, the novel, and theater, and emphasizes literary analysis through discussion. Films, recordings, and other media are used to illuminate the works studied. Conducted entirely in French.

Prerequisite(s): FR 214 or equivalent (G8: Foreign Language).

FR 499 — Independent Study French

1-3 credit

FS: Fabric Styling

FS 312 — Research Techniques

1.5 credits; 1 lecture and 1 lab hour

Students explore and use a wide range of research materials to develop new designs. Special focus is on historical reference in order to apply and adapt designs to current markets.

FS 322 — Fashion Knit Design

2 credits; 1 lecture and 2 lab hours

Class demonstrates advanced knit swatch development using hand-knitting machines. Swatch collections are designed using various stitch structures, trims, and machine finishing techniques. Current marketing trends are analyzed.

FS 323 — Beginning Digtial Design for Stylists

3 credits; 6 lab hours

Students develop color, trend and style boards using Adobe Photoshop or other relevant technologies. Through the devleopment of computer aided design skills, students create digital presentations based on the analysis of trend and market research.

FS 324 — Digital Design and Page Layout

3 credits; 6 lab hours

Students create original digital surface designs using vector software. They manipulate color and create repeat patterns using Adobe Illustrator or other current technologies. Single page and multipage promotional and trend forecasting materials is created for both print and web using related software such as Adobe InDesign.

Prerequisite(s): FS 323.

FS 331 — Fabric Styling I

3 credits; 2 lecture and 2 lab hours

Design concepts, fashion trends, and textile lines are developed for a wide range of markets. Focus is on developing cohesive, visually edited boards for specific areas. Oral presentation skills are developed at the conclusion of each project.

FS 341 — Role of Fabrics in Fashion: 1860 to Present

3 credits; 3 lecture hours

Significant concepts and developments in fabrics and fashion history are examined through a chronological study of innovations in fabrics and their uses by major designers. Knowledge of specific fabrics, designs, and designers is obtained by hands-on use of garments in The Museum at FIT's collections.

FS 411 — Fabric Styling in Italy

3 credits; 3 lecture hours

Students learn how to conduct research, interpret visual materials, and develop forecasting skills through the on-location experience of Italian art, architecture, landscape, fashion, and design. By visiting museums, design studios, and textile mills, students learn about Italian culture and international perspectives, design resources, stores, and markets. Approximately three weeks in June.

Prerequisite(s): HA 112.

FS 424 — Home Fashion Design

3 credits; 6 lab hours

Current lifestyle and fashion trends are analyzed to produce lines for domestics and bed and bath markets. The special needs of licensed designs are discussed. Attention is given to specific historical periods and relevant reference material.

FS 425 — Advanced Digital Design for Stylists

3 credits; 6 lab hours

Students create digital surface designs using photography, scanned textures, drawings, and paintings using relevant technologies such as Adobe Photoshop and Illustrator. Emphasis is placed on emerging technologies for both design and production. Students create multimedia marketing and presentation materials.

Prerequisite(s): FS 324.

FS 431 — Fabric Styling II

2 credits; 4 lab hours

Students continue the development of fabrics and/or product lines begun in FS 331, with emphasis on specific marketing and design criteria.

Prerequisite(s): FS 331.

FS 432 — CAD for Woven and Print Styling

2 credits; 1 lecture and 2 lab hours

Using CAD programs with weave libraries, students create original woven patterns. Plaids, stripes, and coordinated designs are presented as collections in a storyboard format.

FS 433 — Digital Presentation for the Fabric Stylist

2 credits; 1 lecture and 2 lab hours

Students use market direction, color forecasts, style information, and national and international trends in order to develop presentations delivered in a digital interactive format. Video, sound, digital photography, annotation, and animation are integrated into a final project.

Prerequisite(s): TD 312 or approval of instructor.

FS 434 — Advanced Styling

2 credits; 4 lab hours

This course focuses on the development of fabric and product lines through specific marketing and design criteria. Emphasis is placed on visual presentations and oral reports. Field trips focus on exploring product diversity to research design images and color trends.

Prerequisite(s): FS 331.

FS 435 — Home Fashion Styling

2 credits; 4 lab hours

Students create original home furnishing concepts through the research of traditional and contemporary styles. Coordinated designs and products are created and styled using current color and trend exploration. Sustainable concepts are integrated into designs and products to produce socially responsible approaches.

FS 451 — Color Combinations and Repeats

3 credits; 6 lab hours

The development and execution of original design ideas are accomplished. Students concentrate on the use of gouache, transfer techniques, repeats, and color combinations. Current fashion trends are analyzed in the design process.

FS 453 — Professional Presentation

1.5 credits; 3 lab hours

Students prepare a trend and color forecast, as well as design invitations for their final portfolio show presented to industry members. Individual portfolios are developed and presented at that time. A group project is developed that becomes part of the School of Art and Design exhibition.

FS 454 — Professional Portfolio Presentation

3 credits; 6 lab hours

In this portfolio course, students demonstrate their proficiency in all areas of fabric styling. Students demonstrate their visual presentation skills using digital and traditional media. Trend and color forecasting skills are refined through independent and group project research.

FS 461 — Sustainable Knits and Seamless Technology

3 credits; 6 lab hours

This course introduces advanced industrial CAD technology, digital color applications, styling concepts, fabrications and simulations for 3D knit products. Sustainable materials and the seamless knitting process are covered. Utilizing combinations of media, students develop professional web based knit portfolio presentations for the apparel and home fashion markets.

FS 491 — Internship

2 credits

A 14-week internship in industry, scheduled individually for a minimum of 84 hours at the worksite and 6 hours on campus. Completion of a daily journal, a written report on the internship experience, and a portfolio of work (where applicable) is required.

FS 499 — Independent Study in Fabric Styling

1-3 credit

For eighth-semester Fabric Styling students. A plan must be submitted to the Fabric Styling coordinator a semester before the class is taken.
Prerequisite(s): a minimum 3.5 GPA and approval of instructor, coordinator, and dean for Art and Design.

GD: Graphic Design

GD 202 — Designing Identities

2 credits; 1 lecture and 2 lab hours

Students develop graphic identities that creatively reflect the essence of a corporation. They expand on the graphic identity with applications specific to the client's needs, including stationery and signage, vehicles, and uniforms.
Prerequisite(s): GD 216.

GD 216 — Foundation in Graphic Design

2 credits; 1 lecture and 2 lab hours

This course introduces the field of graphic design with an emphasis on the rapidly-evolving role of the profession. Graphic design processes are examined, including principles of design, grid systems, typography, and hierarchy, as they pertain to design, and the creation of a complete visual message.
Co-requisite(s): DE 216.

GD 235 — Survey of Graphic Design

2 credits; 2 lecture hours

For one-year AAS Communication Design students. Surveys visual communication from its earliest forms to its present visualized conceptions. Emphasizes links between society and the evolution of visual communication. Analyzes and compares major stylistic trends and influences.

GD 331 — Typography and Language

2 credits; 1 lecture and 2 lab hours

This course explores the internal (local) relations between alphabetic forms and their counters, complex type hierarchy and organization, sequence and flow, and the relationship between type and image in broader design application.

Prerequisite(s): CD 273.

GD 332 — Design in Cultural Context

3 credits; 3 lecture hours

This course addresses design theories of the late nineteenth and twentieth century, issues of national versus international design language, design as a catalyst of social change, reading and information relay, past and present roles of the designer in society, and how technology shapes design in form, delivery and content.

Prerequisite(s): CD 235

Corequisite(s): GD 345.

GD 333 — Typeface Design

2 credits; 1 lecture and 2 lab hours

Students collect primary research and reference type history in desiging letterforms.

Prerequisite(s): GD 331.

GD 334 — Experiential Graphic Design

2 credits; 1 lecture and 2 lab hours

Students are encouraged to re-think conventions in communicating the physical environment. The relationship of context to conceptual and practical solutions is explored and developed, with an emphasis on an interdisciplinary team approach to solving three-dimensional design problems.

Prerequisite(s): CD 216 or CD 217.

GD 335 — Type as Idiom

2 credits; 1 lecture and 2 lab hours

This course is an advanced exploration of the expressive potential of typography, glyphs and symbols. Students make in-depth explorations of optical sequencing, word/image juxtaposition, eclectic type stylization, legibility of form and contemporary thematic type construction methodologies.

GD 336 — Color Voyage

2 credits; 1 lecture and 2 lab hours

A two-week travel course designed to develop student awareness of color sensibilities. Students study the creative legacy of the use of color and light in the host city. The online portion of the course supplements the traveling experience. Historical and contemporary color applications will be explored.

GD 345 — Core Studio I: Design and Methodology

3 credits; 6 lab hours

The first of a three-part course sequence, this course focuses on process, exploration and expression of options and variations, research, and the development of analytical and critical thinking skills.

Prerequisite(s): CD 217 or CD 216.

GD 346 — Core Studio II: Design and Culture

3 credits; 6 lab hours

This course focuses on solutions to communication issues for social and information needs. Students study the identity and visual culture of a given institution through a comparison with similar entities, then develop their concepts to execute a series of cultural concept studies that review different aspects of these institutions.

Prerequisite(s): GD 345 and GD 331

Corequisite(s): CT 341.

GD 347 — Tangible Publication Design

2 credits; 1 lecture and 2 lab hours

This course explores the unique qualities and design of physical publications as finite transmission of information, perspective and opinion. Students address the physical multi-page sequence as a self-standing effective way to deliver and sustain narrative or data, and explore the possibilities of utilizing materials other than traditional paper in the production of publications.

Prerequisite(s): CD 216 or CD 217.

GD 361 — Design Competition

2 credits; 0 lecture and 4 lab hours

This course provides students an opportunity to compete in national and international competitions. Students determine suitable competition projects, and have the opportunity to enter high-profile national and international competitions.

Prerequisite(s): CD 216 or CD 217.

GD 401 — Graphic Design for Advertising

3 credits; 6 lab hours

Students learn the systems and principles of graphic design and develop analytical abilities for visual problem solving in advertising.

Co-requisite(s): AD 481.

GD 402 — Signage and Graphics

1 credit; 2 lab hours

For Interior Design students. Examines the design of signage and graphics as elements of architectural and interior environments and exhibition areas.

GD 407 — Graphic Design for Toy Designers

1.5 credits; 3 lab hours

Examines conceptual and executional skills of the designer, with emphasis on effective problem solving in graphic design.

Prerequisite(s): TY 313.

GD 414 — Graphic Design for Packaging

2 credits; 1 lecture and 2 lab hours

Application of images and type to packaging design is studied. Various types of packaging, printing, and fabrication methods, as well as regulatory guidelines, are explored.

Prerequisite(s): CD 371 and GD 311.

GD 444 — Core Studio III: Design and Innovation

3 credits; 6 lab hours

This course examines the process and analysis of graphic design for three-dimensional applications. Students determine a design problem to solve in physical space and through three-dimensional product development, design and create a full-scale graphic identity/brand image/brand DNA.

Prerequisite(s): GD 346 and GD 333.

GD 461 — Professional Preparation

2 credits; 1 lecture and 2 lab hours

Students prepare for internships through portfolio development and professional practices, including digital portfolio, and writing and resume design, as well as information on running a sucessful business. Guest lecturers include head hunters and creative recruiters of large and small firms.

Prerequisite(s): GD 346 and GD 333.

GD 491 — Senior Thesis Research

3 credits; 3 lecture hours

In developing their senior thesis, students learn about the nature and extent of information needed and how to effectively access this information. They create a working bibliography and outline, critically evaluate sources and authority, analyze primary sources, and become familiar with written and oral communication techniques relevant to research.

Prerequisite(s): GD 346.

GD 492 — Senior Thesis Project

3 credits; 0 lecture and 6 lab hours

Students work independently on design projects that build upon their written thesis. They explore the possibilities of communication design through a variety of conventional and unconventional treatments, applications and experimentation with diverse graphic media.

Prerequisite(s): GD 491.

GD 493 — Internship

4 credits; 4 lecture hours

Students work in a professional environment, supported by continuous actual and virtual discussions and readings that are significant to the communication design profession.

Prerequisite(s): GD 461 and GD 491.

HA: History of Art and Civilization

HA 111 — History of Western Art and Civilization: Ancient Prehistory Through the Middle Ages

3 credits; 3 lecture hours

Presents the history of Western art and civilization from Paleolithic times through the Middle Ages. Illustrated lectures stress political, economic, and social conditions as reflected in architecture, painting, and sculpture. (G5: Western Civilization; G7: Humanities).

HA 112 — History of Western Art and Civilization: Renaissance to the Modern Era

3 credits; 3 lecture hours

Presents the history of Western art and civilization from the early Renaissance to the modern era. Illustrated lectures explore painting, sculpture, and architecture in relation to pertinent religious, political, economic, and social conditions. (G5: Western Civilization; G7: Humanities).

HA 121 — Cities and Civilizations: The Eastern Mediterranean World, c. 3000 BCE-1000 CE

3 credits; 3 lecture hours

Students examine the art and civilization of the ancient to medieval eastern Mediterranean (including western Asia) from a non-Western perspective. Illustrated lectures and discussions survey the cultures, societies, and arts of the great urban centers of antiquity up to the Crusades. (G7: Humanities; G9: Other World Civilizations).

HA 201 — History of Fashion Photography

3 credits; 3 lecture hours

Surveys fashion photography from its 19th-century origins to the present, emphasizing its relation to major movements in art and photography and to fashion itself. Students consider work of leading fashion photographers and the fashions they depict.

Prerequisite(s): HA 112.

HA 202 — Feminist Art Histories, Theories, and Practices

3 credits; 3 lecture hours

Feminist movements gave rise to a gender-based analysis of art and its histories. Gender, understood as a system of power, underlies feminist art histories, theories, and practices addressed in this course, focused on the time period from the 1960s to the present.

HA 203 — History of Decorative Arts: Jewelry and Metalwork

3 credits; 3 lecture hours

This course is an object-based, case-study approach to the cross-cultural history of the decorative arts from prehistory to the modern era with an emphasis on jewelry and metalwork. Analyzed as objects of adornment and representations of power, selected works will be investigated through the lens of design theory and as manifestations of broader themes in visual culture, considering materials and techniques and their transformation.

HA 204 — History of East Asian Costume

3 credits; 3 lecture hours

Survey of East Asian costume focusing on ancient through modern works of art in which traditional or regional dress is represented, and on surviving examples of dress and accessories. Material is studied within the context of art history along with socio-political changes and encounters with outside influences in different periods.

HA 205 — Italian Art in Context

3 credits; 3 lecture hours

Based in FIT in Italy and emphasizing field trips, this course examines the history of Italian art in context from antiquity to the present. Students are introduced to style, iconography, technical innovation, geography, and the philosophical, religious, cultural, social, economic, and political forces that have shaped Italian and European visual arts. (G7: Humanities).

HA 206 — The Art, Architecture, and Archaeology of Ancient Egypt

3 credits; 3 lecture hours

Illustrated lectures exploring the art, architecture, and archaeology of ancient Egypt from the predynastic to the Greco-Roman era. Topics may include religion, funerary practices, and ancient Egyptian attitudes toward gender, race, and cultural identity. “Egyptomania” and how ancient Egypt has influenced modern film, fashion, and design are also addressed. (G7: Humanities; G9: Other World Civilizations).

HA 207 — Art and Architecture in Venice

3 credits; 3 lecture hours

Offered in Venice, this course explores the art and architecture of the lagoon city from its Byzantine origins to the present time. On-site visits allow students to study Venetian buildings, monuments, and museum collections. The course contextualizes the artistic and cultural production of Venice within its historical and social environment. (G6: The Arts; G7: Humanities).

HA 208 — Earth Matters: Art & Environment in Ancient Egypt and Western Asia

3 credits; 3 lecture hours

An introduction to artistic practices involving the environment and natural materials in ancient Egypt and Western Asia, providing an overview of iconography and materiality of nature in the context of palace cultures and broader historical contexts. Students will also learn about modern museums’ preservation of these materials. (G7: Humanities; G9: Other World Civilizations; G6: The Arts).

HA 209 — Art and Museum Law

3 credits; 3 lecture hours

This course for Art History and Museum Professions majors provides an introduction to the legal concepts and issues related to various types of arts institutions and the art market.

HA 210 — Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

An interdisciplinary, team-taught course cross-listed with PE 210, exploring devotional art and dance in India and western Asia. Students learn about devotional practices by studying art and movement practices. Emphasis is on the philosophical aspects and the intersections of art and dance. (G6: The Arts; G7: Humanities; G9: Other World Civilizations).

HA 211 — Asian American Art and Design

3 credits; 3 lecture hours

Studies how Asian artists and artifacts have affected American art and culture since the 19th century. Students explore influences of Asian artistic traditions beginning in the 1850s, addressing major Asian American artists and related aspects of contemporary art significant to Asian American communities. (Gen Ed: G7 Humanities, G10 American History).

HA 212 — Renaissance Art in Florence

3 credits; 3 lecture hours

Conducted in Florence. This course presents an in-depth study of Italian Renaissance painting, sculpture, and architecture in Florence from the fourteenth to seventeenth centuries. (G7: Humanities).

HA 213 — Rome: A Cultural History in Painting, Sculpture, and Architecture

3 credits; 3 lecture hours

Note: Course is conducted in English. Conducted in Rome, this course examines the history of painting, sculpture, and architecture from antiquity to the present. Through field trips, lectures, and discussions, students are introduced to style, iconography, technical innovation, geography, and the cultural, social, economic, and political forces that have shaped Rome's visual arts. Five weeks in June/July. (G5: Western Civilization; G6: Arts; G7: Humanities).

HA 214 — Art In New York

3 credits; 3 lecture hours

Selected studies in the history of art, utilizing resources available in New York City. Critical and historical investigations arise from direct study of art and architecture. (G6: Arts; G7: Humanities).

HA 215 — History of Menswear

3 credits; 3 lecture hours

Surveys the history of men's costume in the West, from its foundations in ancient and medieval costume to the late 20th century, through illustrated lectures and visits to the Metropolitan Museum of Art and the Costume Collection at The Museum at FIT. (G7: Humanities)
Prerequisite(s): HA 112.

HA 216 — American Indian Art and Civilization

3 credits; 3 lecture hours

A study of the art and culture of American Indians, from Alaska to the border of Mexico, from prehistoric time to the present. Students study architecture, carving, painting, pottery, rituals, textiles, and the dramatic changes in American Indian art and culture due to the violence of colonization. (G7: Humanities; G9: Other World Civilizations).

HA 217 — History of Avant-Garde Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 224 This course is a survey of major moments in avant-garde film from 1895 to the present. Through readings and discussions, students explore theories of avant-gardism, and study how such films are expressions of the historical, cultural, and philosophical contexts of their production. (G7: Humanities)
Prerequisite(s): FI 111 or HA 112.

HA 218 — Art and Myth in the Classical World

3 credits; 3 lecture hours

Illustrated lectures examine the Greek myths--and their depiction in Greek and Roman art--in relation to their social and religious contexts. (G7: Humanities).

HA 219 — African American Art

3 credits; 3 lecture hours

Surveys diverse African traditions that have contributed to the rich fabric of American life since the 17th century. Students explore the continuities and disruptions of these traditions in art, and analyze concepts of race and racism, from the first moments of slavery through the contemporary era. (G7 Humanities; G10 American History).

HA 220 — History of Interior Design: The Modern Interior as Space and Image

3 credits; 3 lecture hours

Explores the history of modern interior design through the filters of space and image. Students analyze modern interior design from the Industrial Revolution to the present using the contexts of history and critical theory. (G7: Humanities)

Prerequisite(s): HA 112.

HA 221 — East Asian Art and Civilization

3 credits; 3 lecture hours

Introduces major characteristics of East Asian civilizations through a survey of traditional art and architecture. Illustrated lectures survey artistic traditions in relation to historical, religious, and social aspects of these civilizations. (G7: Humanities; G9: Other World Civilizations).

HA 223 — African Art and Civilization

3 credits; 3 lecture hours

Surveys cultures of sub-Saharan Africa. Illustrated lectures present art and architecture in relation to history, religion, economic conditions, and social and political structures. (G7: Humanities; G9: Other World Civilizations).

HA 224 — Pre-Columbian Art and Civilization

3 credits; 3 lecture hours

Surveys civilizations of Latin America prior to the arrival of Columbus. Illustrated lectures focus on art, architecture, and performance in relation to economic conditions, history, and religion. (G7: Humanities; G9: Other World Civilizations).

HA 225 — Art and Civilization of India

3 credits; 3 lecture hours

Introduces major characteristics of Indian civilization through a survey of its traditions of art and architecture. Illustrated lectures survey artistic tradition in relation to historical, religious, and social aspects of this civilization. (G7: Humanities; G9: Other World Civilizations).

HA 226 — Art and Civilization of the Islamic World

3 credits; 3 lecture hours

This course examines the art and civilization of the Islamic world, from the birth of Islam in the seventh century CE to the present. Students are introduced to the spiritual, philosophical, and sociopolitical factors that led to the formation of this multiethnic style. (G7: Humanities; G9: Other World Civilizations).

HA 227 — Archaeological Excavation in Israel

3 credits; 3 lecture hours

Excavate an archaeological site in Israel and learn archaeological methods on the job. Attend illustrated lectures three evenings a week, learning about the history, archaeology, and art of the eastern Mediterranean. Travel to Jerusalem and other sites, independently or on organized field trips. Five weeks in June/July. (G9: Other World Civilizations)

Prerequisite(s): HA 111 or HA 121 or approval of the instructor.

HA 228 — Oceanic Art and Civilization

3 credits; 3 lecture hours

Students study the art and culture of Oceanic or Pacific Island cultures and civilizations, from the prehistoric era to colonialism to the present. Focus is placed on ceremonial/sacred and utilitarian objects in diverse media and architecture, and the contexts in which such objects were made. (G7: Humanities; G9: Other World Civilizations).

HA 229 — Korean Art and Civilization

3 credits; 3 lecture hours

This course is a survey of the art and civilization of Korea from its prehistoric origins to the early 21st century. We will examine how Korea created artistic traditions in response to regional and international trends, and how Korea adopted new artistic styles through relationships with China and Japan. (G7 Humanities; G9 Other World Civilizations).

HA 230 — Modern and Contemporary African Art

3 credits; 3 lecture hours

An examination of the history of 20th- and 21st-century African art, from decolonialization movements through contemporary themes. Surveys new artistic practices, schools, and workshops within their historical and artistic contexts. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): HA 112 or HA 223.

HA 231 — Modern Art

3 credits; 3 lecture hours

Presents the history of Western art from the 19th century through the mid-20th century in the context of cultural history. (G7: Humanities)

Prerequisite(s): HA 112.

HA 232 — Dada and Surrealism

3 credits; 3 lecture hours

A survey of the international Dada and Surrealist movements from 1915 to 1947, which challenged and redefined the traditions of modern art. Students analyze examples of fine art, performance, literature and film, and study how both Dada and Surrealism acted as responses to mechanization and war. (G7: Humanities)Prerequisite(s): HA 112.

HA 234 — Warhol and Pop Art

3 credits; 3 lecture hours

A study of American and International Pop art movements, focusing on Andy Warhol's impact on visual culture from the 1960s to the present. Addresses Pop's art historical origins as well as its major themes, which include advertising, mass media, war and social critique, sexuality, and celebrity. (G7 Humanities)

Prerequisite(s): HA 112.

HA 241 — History of Photojournalism

3 credits; 3 lecture hours

This course surveys the history of photojournalism as a modern mode of visual communication, and the global political and social history it represents. Students further develop their visual literacy, knowledge of modern history, and understanding of the functions of mass and social media. (G7: Humanities).

HA 243 — History of Photography

3 credits; 3 lecture hours

A history of photography from its beginnings to the present day. Illustrated lectures present a chronological survey that focuses on photographers, technical advancements, and aesthetic considerations in the context of pertinent ideas and events. (G7: Humanities).

HA 244 — Art and Architecture in Paris

3 credits; 3 lecture hours

Conducted in Paris. This course provides the unique opportunity for students to learn about Paris and its art and architecture on site. They experience the works of art and monuments in person within the context of the city itself. (G6 Arts; G7 Humanities)
Prerequisite(s): HA 111 or HA 112.

HA 251 — Film Genres: Horror

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 234. This course provides an international historical survey of the horror film from the early 20th century to the present. Through screenings and readings from a range of authors, students analyze formal and thematic elements of the horror genre in relation to historical, social, and aesthetic contexts. (G6: Arts; G7: Humanities).

HA 252 — History of Russian and Soviet Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 241. This course is a survey of films produced in pre-revolutionary Russia, the Soviet Union, and post-Soviet Russia, from the earliest silent films to the present. Students view selected films and analyze them within historical, social, and aesthetic contexts. (G6: Arts; G7: Humanities).

HA 271 — Japanese Art and Civilization

3 credits; 3 lecture hours

This course is a survey of the art and civilization of Japan from its prehistoric origins to the 21st century. Students study how Japan created artistic traditions in response to regional and international trends, and adopted new artistic styles through diplomatic relationships with China and Korea. Modernization of Japan within the context of global cultural encounters is discussed. (G7: Humanities) (G9: Other World Civilizations).

HA 272 — Islamic Art and Mathematics (Interdisciplinary)

3 credits; 3 lecture hours

This is an interdisciplinary course cross-listed with MA 272. Students are introduced to the art and architecture of the Islamic world from the 7th century CE to the present. They are given a glimpse into the intertwined nature of mathematical, structural and decorative languages used by artisans and designers in this period. (G7: Humanities; G9: Other World Civilizations).

HA 299 — Independent Study In History of Art and Civilization

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

HA 300 — Art and Architecture of the Venetian Republic, c. 1100-1800

3 credits; 3 lecture hours

Survey of Venetian art and architecture between the 11th and 18th centuries, from Venice's Byzantine traditions to the end of the Republic in 1797. Works of art and architecture are contextualized in their historical and cultural periods and analyzed for their meaning, aesthetic value, and technical qualities.
Prerequisite(s): HA 112.

HA 301 — Fashion and Impressionism - Presidential Scholars

3 credits; 3 lecture hours

Examines fashion's importance to 19th-century Parisians and especially Impressionist artists. Explores the historic origins of the modern fashion system and of the modern art market. Required qualification for Presidential Scholars Program/3.5 GPA. (G7: The Humanities)
Prerequisite(s): HA 112.

HA 302 — Baroque Splendor: Art and Culture in Seventeenth-Century Europe

3 credits; 3 lecture hours

Surveys 17th-century European art emphasizing how the period's political, social, and cultural transformations affected art production and visual culture. Examines works in diverse mediums, representative of the different artistic tendencies coexisting at the time, unified under the term Baroque.

Prerequisite(s): HA 112.

HA 303 — Tradition and Innovation in Asian Art and Design

3 credits; 3 lecture hours

Probes the historical development and modern transformation of Asian art and design. Students in this study-abroad course visit historical monuments, major museums of Asian art, and artists' studios in a particular city. Focuses on first-hand study of art works and historical monuments, and engages with contemporary practitioners of art, design, and traditional techniques.

Prerequisite(s): HA 112 or HA 221.

HA 304 — Holocaust Representation in Art (Honors)

3 credits; 3 lecture hours

In surveying art about the Holocaust, this course explores the ethical limits of representation in an interdisciplinary framework of history, politics, art history, media studies, psychoanalysis, and Marxist and literary theory. What will emerge is the way that many concerns of Holocaust-related artists have likewise driven so-called mainstream artists since World War II. Required qualification for Presidential Scholars Program or 3.5 GPA and approval of Dean for Liberal Arts.

Prerequisite(s): HA 112.

HA 305 — History of 20th-Century Textile Design

3 credits; 3 lecture hours

A survey of textile pattern design for dress and furnishings from the late 19th century to the present, with an emphasis on its relation to modern and postmodern art and its contexts and with a focus on Europe and the United States.

Prerequisite(s): HA 112.

HA 310 — Global Contemporaries in the World of Art

3 credits; 3 lecture hours

Focusing on global contemporary art since 1989 and using postcolonial art theory, students address diverse art practices grounded in their historical, regional, cultural, economic, religious, and political contexts .(G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): Any 2 HA courses.

HA 311 — Medieval Art

3 credits; 3 lecture hours

Presents the history of Western art and civilization from the fall of Rome to the Renaissance. Illustrated lectures present architecture, painting, and sculpture in relation to pertinent religious, economic, and social conditions. (G5: Western Civilization; G7: Humanities)

Prerequisite(s): HA 111 or HA 112 or approval of chairperson.

HA 314 — History of American Art

3 credits; 3 lecture hours

A history of art in America from the early colonial period to the early 20th century. Illustrated lectures present painting, sculpture, and architecture in relation to pertinent religious, political, economic, and social conditions. (G7: Humanities; G10: American History)

Prerequisite(s): HA 112 or equivalent, or approval of chairperson.

HA 315 — Ethnographic Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 242. This course focuses on the history and nature of ethnographic film in describing and defining diverse world cultures. Topics addressed include the origins of ethnographic texts and images in the context of medieval European travel and trade, and the multiple genres of ethnographic films made from the 1920s to the present. (G9: Other World Civilizations)

Prerequisite(s): HA 112.

HA 316 — The Bauhaus

3 credits; 3 lecture hours

This course is a study of the history and development of the influential German art, design and architecture school; the artists and architects who served on its faculty; and the body of work produced there from 1919 to 1933, and in Chicago from 1938 to 1944. (G7 Humanities)

Prerequisite(s): HA 112.

HA 317 — Italian Renaissance Art and Civilization

3 credits; 3 lecture hours

Surveys Italian art and its contexts from 1400 to the late 1500s, covering the early Renaissance to the emergence of the Baroque. Students study traditions and innovations in style, subject, roles of artists and patrons, and modes of production within the flux of Renaissance history. (G7 Humanities)

Prerequisite(s): HA 112.

HA 330 — Approaches to Fashion Theory (Interdisciplinary)

3 credits; 3 lecture hours

This is an interdisciplinary course cross-listed with PL 330. Studies theories of fashion from both philosophical and art-historical perspectives. Examines how our relationship to our bodies, our concepts of self, our clothing, and our definitions of beauty are historically and culturally dependent. (G4: Social Sciences; G7: Humanities).

Prerequisite(s): HA 112 or PL 141 or PL 321 or SS 131 or SS 171.

HA 331 — Contemporary Art and Culture: 1945 to the Present

3 credits; 3 lecture hours

An introduction to the interpretation of visual art in relation to international historical developments, with emphasis on late twentieth- and twenty-first-century art. (G7: Humanities)

Prerequisite(s): HA 112.

HA 332 — Modern Architecture

3 credits; 3 lecture hours

Traces the development of architecture in Europe and the United States in the 19th and 20th centuries. Illustrated lectures present architectural developments in relation to pertinent ideas, events, and technological innovations. (G7: Humanities)

Prerequisite(s): HA 112.

HA 333 — Contemporary Photography and New Media

3 credits; 3 lecture hours

This course explores globally produced photographic works made since the mid-1960s. Emphasis is on key themes and genres, and on the works' historical and theoretical contexts. In addition to conventional photography, the course covers new media such as video, installations, projections, and computer-assisted and internet-hosted photography. (G6: Arts; G7: Humanities)

Prerequisite(s): HA 231 or HA 243 or HA 343.

HA 342 — History of Textile Design

3 credits; 3 lecture hours

Illustrated lectures survey patterned textile design throughout the world from antiquity to the mid-20th century. (G7: Humanities)

Prerequisite(s): two semesters of History of Art and Civilization.

HA 344 — History of Western Costume

3 credits; 3 lecture hours

Illustrated lectures present the historical and social development of Western costume, from antiquity to the present, in the context of the history of art and design. (G7: Humanities)

Prerequisite(s): HA 112.

HA 345 — History of Industrial Design

3 credits; 3 lecture hours

Surveys the development of design for commercial production from antiquity to the modern era in a cultural context. Illustrated lectures address major theories, leading contributors, and examples of work that reflect technological and artistic achievements in the field. (G7: Humanities)

Prerequisite(s): two History of Art and Civilization courses (HA 111, HA 112, or HA 231), or equivalent and approval of instructor, or (for Home Products Development students) HA 112.

HA 346 — Twentieth-Century Fashion and Art

3 credits; 3 lecture hours

Surveys 20th-century fashionable dress in the context of art and design history, with emphasis on the work of leading fashion designers. Students study garments and accessories in the collection of The Museum at FIT, as well as photographs, fashion illustrations, and films.

Prerequisite(s): HA 112.

HA 347 — Costume and Fashion in Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 262. This course surveys the history of costume design in films from 1895 to the present. Through screenings, museum visits, and readings, students view the work of leading costume and fashion designers and explore the connections between film and related visual art and media. (G7: Humanities).

HA 348 — History of the Modern Printed Image

3 credits; 3 lecture hours

Students study a history of the printed image from the invention of lithography in the late 18th century to the present. Emphasis is on historical, contextual, technological, and stylistic concerns, with the appropriate connections to similar developments in fine arts and graphic design. (G6: Arts; G7: Humanities)

Prerequisite(s): HA 112.

HA 361 — History and Meaning of Museum

3 credits; 3 lecture hours

For students majoring in Art History and Museum Professions, this course provides a foundation in visual analysis and a historical overview of museums, exhibitions, and art history. Writing skills relevant to art commentary and gallery management are emphasized.

Prerequisite(s): HA 112.

HA 362 — Museum Professions and Administration

3 credits; 3 lecture hours

Students build a firm knowledge of the professions and administrative structure of museums; namely, how to achieve the institution's mission for the benefit of its diverse constituents. Students complete projects covering the broad array of support activities that must be considered for the presentation of an exhibition, or the foundation of a museum or not-for-profit art organization. (Formerly VA 431)

Prerequisite(s): HA 361.

HA 381 — The Word and the Page: A History of Writing and Books (Honors)

3 credits; 3 lecture hours

This course covers writing from the earliest cuneiform and hieroglyphic writing systems to the mass production of writing and texts in the modern era and the digital revolution in type and text. Students learn how and why writing developed across a variety of cultures. (G6: Arts; G7: Humanities)

Prerequisite(s): HA 112 and qualification for Presidential Scholars program or 3.5 GPA with approval of dean for Liberal Arts.

HA 382 — Beauty: The Human Ideal in Visual Culture - Honor's Program

3 credits; 3 lecture hours

This course explores the concept of beauty through disciplines of art history, philosophy, and social science, as understood through visual representation of the human body. Using the anaylsis of both fine art and popular mass-media sources, students examine how concepts of the beautiful reflect a society's structures of power and belief.

Prerequisite(s): HA 112, and qualification Pres. Sch. or app. or 3.5 GPA with approval of Dean for Liberal Arts Gen Ed: Humanities (G7).

HA 383 — Art of the Silk Road: Cross-Cultural Encounters (Honors)

3 credits; 3 lecture hours

The Silk Road was the world's first great superhighway, linking from ancient China and Japan to the mediterranean world across central Asia. In this course, students view ancient and medieval art of Eurasia in a new way, from the ancient to early modern periods.

Prerequisite(s): HA 111 or HA 112 or HA 121 or HA 221 or HA 225 or HA 226 or HA 229 or HA 271 qualification for the Presidential Scholars Program (3.5GPA or higher) Gen Ed: Humanities (G9).

HA 384 — American Narratives in New York City Museums (Honors)

3 credits; 3 lecture hours

Examines exhibtions of American art in New York City museums and considers the ways they construct historical narratives that shape our ideas about collective and individual identities. Students analyze permanent and temporary installations through the lens of museum theory and critical analysis. Most sessions meet at museums. (G7: Humanities; G10: American History)

Prerequisite(s): HA 112 and qualification Presidential Scholar or application or 3.5 GPA with approval of Dean for Liberal Arts.

HA 392 — The Art of Venice: Titian to Tiepolo (Honors)

3 credits; 3 lecture hours

This study of Venetian history provides background for understanding the painting, sculpture, and architecture of Venice from the Renaissance through the 18th century. (G7: Humanities)

Prerequisite(s): HA 112 and qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

HA 394 — History of New York Architecture (Honors)

3 credits; 3 lecture hours

Students explore the history of architecture in New York City. They are introduced to style, iconography, technical innovation, and geography. The cultural, social, economic, and political forces that shaped the city's buildings from the early 17th century to the present are also explored. (G5: Western Civilization; G6: Arts)

Prerequisite(s): HA 112 and qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

HA 395 — Studies in American Indian Art and Culture (Honors)

3 credits; 3 lecture hours

A study of the art and culture of American Indians--from Alaska to the border of Mexico, from prehistoric times to the present. Students study architecture, carving, painting, pottery, rituals, textiles, and the dramatic changes in American Indian art and culture due to the violence of colonization. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

HA 396 — Art and Patronage in the Italian Renaissance (Honors)

3 credits; 3 lecture hours

This course surveys Italian Renaissance art patronage, emphasizing sociopolitical contexts and the celebration or critique of power. Emphasis is given to patronage in courts and republics and to the merchant class, princes, and popes, as well as marginalized groups. (G5: Western Civilizations; G7: Humanities)

Prerequisite(s): HA 112 and qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

HA 397 — Studies in Maya Art and Culture (Honors)

3 credits; 3 lecture hours

This is an in-depth study of Maya art, architecture, writing, weaving, and ceramics and of the way these visual forms express aspects of Maya daily life and belief from 300 BCE to the present. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

HA 398 — Architecture and Faith: Ancient and Islamic Cities (Honors)

3 credits; 3 lecture hours

This course explores the commercial, cultural, and artistic development of urban cultures in the Mediterranean and Near East regions in the ancient, medieval, and Islamic periods. Major case studies include Rome, Baghdad, Cairo, Jerusalem, and Constantinople/Istanbul. (G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of Dean for Liberal Arts.

HA 411 — Western Theories of Art

3 credits; 3 lecture hours

Students consider Western theories of art from antiquity to the present with an emphasis on the 20th century. They are introduced to different methods of analyzing a work of art as well as the ways in which these methods can affect a curator's decision in organizing an exhibition. (G7: Humanities)

Prerequisite(s): HA 231.

HA 461 — Senior Seminar: Museum Exhibition

3 credits; 3 lecture hours

Using a major current exhibition as a case study, students examine the entire process of creating an exhibition. Through readings, field trips, and presentations by art professionals, students track the trajectory of an exhibition, from its original concept to its final, realized form, and guage the subsequent critical response. (Formerly VA 491)

Prerequisite(s): HA 362.

HA 462 — Art and Ethics

3 credits; 3 lecture hours

This course focuses on how and why any work of art can become a site of ethical questioning, within the context of many historical and thematic approaches. Students read, discuss, and analyze case studies involving art and ethics, and present their own research. (G7: Humanities)
Prerequisite: Two (2) HA courses.

HA 499 — Independent Study In History of Art and Civilization

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

HD: Human Development

Provides students with an opportunity to explore their values, interests and capabilities and to acquire an in-depth knowledge of fashion and other industries and potential career opportunities. Helps students gain insight into the relationship between self-knowledge and career decision-making. Students have access to a computerized career guidance system. Guest speakers from industry address career trends and options.

HD 111 — Career Planning

3 credits; 3 lecture hours

Provides students with an opportunity to explore their own values, interests, and capabilities and to acquire an in-depth knowledge of fashion related and other industries and potential career opportunities. Helps students gain insight into the relationship between self-knowledge and career decision-making. Students have access to a computerized career guidance system. Guest speakers from the industry address career trends and options.

HE: Health Education

HE 101 — Health Education

1 credit; 1 lecture hour

Stresses the holistic approach to health and focuses on the theory of wellness as a preventive measure against illness. Provides a forum for examining such health issues as nutrition, exercise, relationships, sexuality, substance abuse, and death and dying, among other topics.

HE 102 — Stress Management

1 credit; 2 lecture hours

Identifies how stress affects the mind, body, and spirit. Students learn skills to reduce stress and cope with unavoidable stress in their personal and professional lives.

HE 201 — Human Sexuality

3 credits; 3 lecture hours

Examines human sexuality through the life cycle from cultural, physiological, and theoretical perspectives. Students gain insight into their own beliefs and sexual behavior and learn to develop an understanding of the similarities and differences in sexual attitudes and the behavior of others.

HE 301 — Motor Learning: A Developmental Approach

3 credits; 3 lecture hours

The major theories and principles influencing motor skills are presented. The role and effectiveness of developmentally appropriate toys and equipment are assessed.
Prerequisite(s): SS 232.

HI: History

HI 200 — Queer Work: A Research Seminar in LGBTQ Business and Labor History

3 credits; 3 lecture hours

The history of business, labor, and sexuality in Europe and the United States, and study of queer labor and business history. Students document the underrepresented and crucially important history of LGBTQ people at work using their own research (G5: Western Civilization; G7: Humanities).

HI 201 — Classics in African American History

3 credits; 3 lecture hours

Slavery and emancipation, Jim Crow, the Harlem Renaissance, the Great Migration, the Civil Rights Movement—stories of Africa's descendants in the United States have inspired legendary works of history. Students will consider the narrative, research, and literary strategies of some great books from the past two centuries. (G5: Western Civilization; G7: Humanities).

HI 202 — U.S. History: Civil War-Present

3 credits; 3 lecture hours

An introduction to American history, this course moves from a brief view of American geography, economics, and government to a more focused examination of the social, political, and economic experience from the Civil War through the Cold War and to the present. Students are introduced to basic historical methodology and learn to apply these techniques through critical reading, analytical writing, and verbal presentations. (G10: American History).

HI 203 — Distant Neighbors: A History of Latin America and the U.S.

3 credits; 3 lecture hours

This course compares the histories of Latin America and the United States from pre-Columbian times to the 20th century. Students learn about the deep influence of the United States in Latin American economies, politics, and culture, especially after the United States' independence, when American democracy became a political model for the former Spanish American colonies. (G10: American History).

HI 204 — Leisure in America

3 credits; 3 lecture hours

This course examines the emergence and changing role of leisure and its relation to work in the United States from the late 19th century to the present. Situating leisure within its specific social, economic, and political contexts, students explore the complex intersection of factors and forces that have shaped conceptions and practices of leisure in American life through primary and secondary texts, both written and visual. (Formerly LA 225) (G10: American History)
Prerequisite(s): EN 121 or ES 129.

HI 205 — American Business from Slavery to the Present

3 credits; 3 lecture hours

A defining experience of the last millennium, and possibly the next, is the rise of big business in the U.S. Students learn a general history of entrepreneurship in America and a series of case studies about government regulation, labor relations, and other topics.
Prerequisite(s): None.

HI 206 — Pasts in the Present: Modern Chinese History since 1800

3 credits; 3 lecture hours

This course introduces students to modern Chinese history as well as ways through which one can examine and understand the historical roots of current affairs in and related to China. Two major themes are: changes and continuity in modern China, and China in the world. (G9: Other World Civilizations).

HI 207 — Hollywood: A History

3 credits; 3 lecture hours

Students learn the history of the United States from the Civil War to the present through the lens of the American film industry. The course focuses on the economic structure of the film industry and the evolving depictions of violence in movies as a factor in American History. (G10: American History).

HI 208 — American History through Fabric, Fashion, and Dress

3 credits; 3 lecture hours

The history of the United States—democracy, capitalism, social movements, mass immigration—can be told from many points of view. Students study American history, from the Civil War to the beginning of 21th Century, from the perspective of the design, manufacture, and consumption of fabric, fashion, and dress (G10: American History).

HI 391 — U.S. History and Culture: 1860 to Present

3 credits; 3 lecture hours

Major historic events and developments in the United States history from 1860 to the present are examined in the context of their impact on the country's government, politics, and culture. Works by painters, photographers, sculptors, advertisers, dancers, musicians, novelists, filmmakers, and dramatists are used to broaden the study of U.S. history. (G10: American History).

HI 392 — Religion and Religious Dissent in American History to the Civil War (Honors)

3 credits; 3 lecture hours

Students examine the ways in which religious controversies have figured, directly and indirectly, in many of the major events in the early history of the United States, up to and including the Civil War. (G7: Humanities; G10 American History).

HI 393 — New York City and the Invention of America (Honors)

3 credits; 3 lecture hours

Students learn the history of America from the Civil War to the present, through the lens of its greatest metropolis. Readings stress the roles that New York has played as innovator, counterpoint, and despised exception in the culture, economics, politics, and technology of the U.S. Students develop skills in basic primary research, public speaking, reading comprehension, and writing and revising. (G10: American History).

HI 394 — Rebellion and Resistance in America (Honors)

3 credits; 3 lecture hours

This course examines the social, cultural, and political types of rebellion and resistance from their historical roots in Colonial and Revolutionary America to their modern and contemporary forms in the 20th and 21st centuries. Students analyze the tactics, strategies, and objectives of individual and collective action from across the political spectrum. (G10: American History).

HI 395 — Big Ideas in History: Smith; Darwin; Marx; Freud (Honors)

3 credits; 3 lecture hours

Students learn Western history through the lens of the Big Four of modern thought-Adam Smith, Charles Darwin, Karl Marx, and Sigmund Freud. They use their ideas to grapple with European and American history from the Age of Empire to the birth of modern business, politics, and people. (G5: Western Civilization; G7: Humanities).

HP: Home Products Development

HP 201 — Introduction to Home Products

3 credits; 3 lecture hours

Students are familiarized with the wide range of home products, both soft lines (textile) and hard lines (non-textile), that comprise the home furnishings industry. Product development and merchandising within each category are emphasized. Many sessions take place at retailers and industry showrooms throughout the city.

HP 231 — America at Home: Product Styles from 1900 to Contemporary

3 credits; 3 lecture hours

Introduces the elements of design, color, and theory in the decorative arts that comprise the home products industry. Emphasis is on the contemporary approach to product development and design. Students explore the influence of historical, cultural, and social perspectives on products for the home. (G6: Arts).

HP 313 — Manufacturing and Marketing of Home Products Hard Lines I

3 credits; 3 lecture hours

Students are introduced to hard lines marketing from conception through manufacture in order to effectively develop products. Part I surveys the various manufacturing processes and marketing strategies for several hard goods classifications (furniture, ceramics, and glass) of the home furnishings industry.

HP 314 — Manufacturing and Marketing of Home Products Hard Lines II

3 credits; 3 lecture hours

Part II further surveys the manufacturing processes, marketing strategies, and product development for several hard goods classifications (metal, giftware, housewares, and home lighting) of the home furnishings industry.
Prerequisite(s): HP 313.

HP 315 — Textile Applications: Home Products

2.5 credits; 2 lecture and 1 lab hours

Presenting both user and consumer viewpoints, this course examines how textiles relate to end-use home products. Students study the ways in which fibers, yarns, fabric formation, and finishing are interrelated and integrated from the perspectives of design, styling, and cost relative to specific home products and target markets.

HP 322 — Home Products Brand Management

3 credits; 3 lecture hours

This course utilizes product development factors in identifying and differentiating home products from other goods and services. Analysis of brand preferences is demonstrated through case studies based on consumer identification and the needs of the marketplace.
Prerequisite(s): HP 313.

HP 421 — Strategic Product Management

3 credits; 3 lecture hours

Students analyze and resolve complex business problems, utilizing their knowledge and understanding of strategic product management. They gain insights and skills necessary to formulate and implement sound marketing strategy.
Prerequisite(s): HP 314 and HP 315
Co-requisite(s): HP 491.

HP 432 — Home Products Analytical Strategies

3 credits; 3 lecture hours

The home product development cycle is studied, with a focus on the development of product based on the coordination of soft and hard goods classifications. Product integrity is addressed through comprehensive analysis and written product reviews subject to critical industry evaluation.
Prerequisite(s): HP 421 and HP 491.

HP 491 — Home Products Design and Development Process

3 credits; 3 lecture hours

An overview of the design and development process of products for the home is provided. Such principles of design as composition, color, shape, form, and structure are introduced. Differences between the design of products and the product development process in the home furnishings industry are emphasized. Teamwork and presentation skills are implemented as students develop a product line.

Prerequisite(s): HP 314 and HP 315

Co-requisite(s): HP 421.

HP 492 — Home Products Senior Project

2 credits; 1 lecture and 2 lab hours

The curriculum culminates in this capstone course, which requires the student to develop a product based on the coordination of soft and hard goods classifications. A comprehensive visual presentation and written product review support the viability and integrity of the product concept.

Prerequisite(s): HP 491.

IC: Internship Center

IC 296 — AAS Internship B: Career Exploration

2 credits; 2 lecture hours

A 2-credit internship course for AAS students with a focus on the internship experience and on helping students identify suitable career paths. A total of 12 weeks and 78 hours at the worksite, and 12 hours on campus in the classroom.

Prerequisite(s): Approval from the Career and Internship Center and participation in mandatory preparation process in the semester prior to the class/work experience.

IC 297 — AAS Internship C: Career Exploration

3 credits; 3 lecture hours

A 3-credit internship course for AAS students with a focus on the internship experience and on helping students identify suitable career paths. A total of 12 weeks and 123 hours at the worksite, and 12 hours on campus in the classroom.

Prerequisite(s): Approval from the Career and Internship Center and participation in mandatory preparation process in the semester prior to the class/work experience.

IC 298 — AAS Internship D: Career Exploration

4 credits; 4 lecture hours

A 4-credit basic internship course for AAS students with a focus on the internship experience and on helping students identify suitable career paths and self exploration. A minimum of 12 weeks and 168 hours at the worksite, and 12 hours on campus in the classroom. Approval from Career and Internship Services and participation in mandatory preparation process in the semester prior to the class/work experience.

IC 496 — Senior Internship B: Career Planning

2 credits; 2 lecture hours

A 2 credit advanced internship course for baccalaureate students with a focus on the internship experience and on helping students plan their careers, market themselves professionally and successfully transition from school to work. A minimum of 12 weeks and 78 hours at the internship site and 12 hours on campus in the classroom. Prerequisite (s): Approval from the Career and Internship Center and participation in mandatory preparation process in the semester prior to the class/work experience.

IC 497 — Senior Internship C: Career Planning

3 credits; 3 lecture hours

A 3 credit advanced internship course for baccalaureate students with a focus on the internship experience and on helping students plan their careers, market themselves professionally and successfully transition from school to work. A minimum of 12 weeks and 123 hours at the internship site and 12 hours on campus in the classroom.

Prerequisite(s): Approval from the Career and Internship Center and participation in mandatory preparation process in the semester prior to the class/work experience.

IC 498 — Senior Internship D: Career Planning

4 credits; 4 lecture hours

A 4 credit advanced internship course for baccalaureate students with a focus on the internship experience and on helping students plan their careers, market themselves professionally and successfully transition from school to work. A minimum of 12 weeks and 168 hours at the internship site and 12 hours on campus in the classroom.

Prerequisite(s): Approval from the Career and Internship Center and participation in mandatory preparation process in the semester prior to the class/work experience.

ID: Interior Design

ID 103 — Interior Design Merchandising

2 credits; 2 lecture hours

For Fashion Business Management students. Introduces the main categories of home furnishings and the merchandising practices in department stores and showrooms.

ID 104 — Light/Sound/Motion

1.5 credits; 3 lab hours

For Visual Presentation and Exhibition Design students. The elements and principles of lighting, sound, and motion as they relate to exhibition design are introduced. Students learn about lamping, beam spread, color effects, illumination and calculation, and light manipulation. Electricity, voltage, wiring, breakers, fuses, and switches are studied. The effects of light and shadow are explored.

Prerequisite(s): DE 131

Co-requisite(s): DE 133.

ID 115 — Interior Design Studio I

4 credits; 0 lecture and 8 lab hours

An introduction to the interior design profession, with an emphasis on problem solving for small residential spaces. Elements and principles of design are explored as well as human factors, color theory, and the art of lighting. Students are introduced to residential space planning, furniture layouts, the development of color schemes, and the selection of finishes, furnishings, and materials.

Co-requisite(s): ID 133 and ID 157.

ID 116 — Interior Design Studio II

4 credits; 8 lab hours

Reinforces concepts and skills developed in Interior Design Studio I. Extends student abilities in space planning and furniture layouts for larger residential spaces to small contract office spaces. Focuses on the development of color schemes and the selection of furniture and finishes. Introduces students to the Americans with Disabilities Act (ADA) and its impact on the design of interior spaces.

Prerequisite(s): ID 115 "Co-requisite(s): ID 134, ID 158, and ID 253.

ID 117 — Interior Design Studio I

5 credits; 1 lecture and 8 lab hours

This studio course introduces students to the fundamentals of design as applied to the design of interior environments. Students are introduced to basic fact finding skills and design analysis methodologies. They apply their knowledge of design fundamentals to two and three-dimensional exercieses. A design project brings together all student's knowledge and skills into a creative solution for an interior environment.

Co-requisite(s): ID 173.

ID 118 — Interior Design Studio II

5 credits; 1 lecture and 8 lab hours

This studio course reinforces the basic fundamentals of design and introduces students to programming, research skills, and design analysis methods fro interior environments. Students develop programs and explore different design approaches to project problem solutions, with emphasis on space planning, building codes, textile coding, and sustainable design.

Prerequisite(s): ID 117 Co-requisite(S): ID 174.

ID 121 — Survey of Interior Design

2 credits; 2 lecture hours

Analyzes the history of furniture, interiors, and decorative arts from ancient times through Gothic periods in France, England, Italy, Spain, and Middle Europe; and the Renaissance through Baroque periods in Italy, Spain, and Middle Europe.

ID 122 — History, Theory & Criticism I

2 credits; 1 lecture and 2 lab hours

This course introduces students to the broad survey of design history, theory and criticism through the discussion of design principles and elements as they were and are used to inform form, style, function, experience, and meaning of interior spaces.

ID 133 — Presentation Techniques I

1.5 credits; 3 lab hours

Presents techniques of rendering the elements of interior spaces in detail, including finishes, fabrics, window treatments, and accessories. Students learn quick visualization techniques and are introduced to the use of varied media in the representation of light, texture, color, value, and form.

ID 134 — Presentation Techniques II

1.5 credits; 3 lab hours

Perfects rendering skills and develops the ability to graphically express the designs of interior spaces.

Prerequisite(s): ID 133.

ID 135 — Model Construction

1.5 credits; 3 lab hours

Students are introduced to architectural modeling materials, techniques, shortcuts, and methods of construction to produce a full-color interior model for client presentation. All aspects of model building, from sketch models to laser, are considered.

ID 151 — Basic Drafting Techniques

1.5 credits; 3 lab hours

For Continuing Education students. Familiarizes students with the use of drafting equipment and materials. Provides instruction in elementary drafting skills and conventions, employing mechanical pencils and pen and ink in the representation of plans, elevations, and sections.

ID 153 — Computer Space Modeling and Visualization

2 credits; 1 lecture and 2 lab hours

For Continuing Education students. The concepts and techniques of creating, viewing, and manipulating three-dimensional, computerized interior models are examined. Through the generation of sections and perspectives, students develop an in-depth understanding of the modeling techniques used for creating and analyzing interior space. Co-requisite(s) or prerequisite(s): ID 158 or approval of instructor.

ID 157 — Drafting for Interior Design

1.5 credits; 1 lecture and 1 lab hour

An introductory course on basic drafting skills and concepts used in interior design. Students learn to use drafting materials and tools and to produce design drawings. Universal concepts of interior design drafting are addressed, including line weights and types, scale, and elevation.
Co-requisite(s): ID 115 and ID 133.

ID 158 — Perspective Drawing

1.5 credits; 3 lab hours

Develops skills in producing one- and two-point perspective drawings for the visualization and communication of interior design solutions. Students learn to use different methods of generating perspective views to meet the needs of the interior design profession.
Prerequisite(s): ID 151 or ID 157.

ID 172 — Design, Color, and Lighting Principles and Theory

1.5 credits; 1 lecture and 1 lab hour

For Continuing Education students. Students focus on the principles of design and composition as influenced by the use of color and its application in the built environment, and the fundamentals of lighting design as they apply to the form, texture, and finish of interior space.

ID 173 — Visual Representation I

3 credits; 6 lab hours

Through focused exercises, students learn the fundamentals of delineating interiors, including plan, elevation and section, while exploring the subject through constructed models. Sketching is introduced as a method to represent observations, analyze, communicate intentions, and develop designs.
Co-requisite(s): ID 117 and CD 124.

ID 174 — Visual Representation II

3 credits; 6 lab hours

Building upon the skills introduced in ID 173, this course combines additional rendering techniques in a variety of media and tools to delineate interior space. Rapid visualization skills to pursue creative thinking, investigation through multiple views, and rapid prototyping are further developed.
Prerequisite(s): ID 173 Co-requisite(S): ID 118.

ID 201 — Color for Interiors

2.5 credits; 1 lecture and 3 lab hours

For students not majoring in Interior Design. Introduces the use of color as a design tool for both residential and contract interiors while analyzing the interrelationship of color and light.

ID 212 — Interior Design Studio III

4 credits; 8 lab hours

Problem solving focuses on specific building types and user groups in areas including corporate, retail, and institutional. Appropriate research methods and programming of client requirements are introduced, as well as techniques of diagramming space to provide proper circulation and activity relationships. Design concept, image, color and finishes, graphics, building codes, and barrier-free design compliance are emphasized. Evaluations by practicing interior designers and architects highlight student presentations.
Prerequisite(s): ID 116 and ID 158.

ID 214 — Interior Design Studio IV

4 credits; 8 lab hours

Through research, design analysis, and problem solving, students explore the user groups and challenges associated with the multi-functional use of hospitality and residential spaces. Lighting, color finishes, materials and details, building code issues, and barrier-free applications are emphasized. Evaluations by practicing interior designers and architects highlight student presentations.

Prerequisite(s): ID 212 and ID 243.

ID 219 — Interior Design Studio III

5 credits; 1 lecture and 8 lab hours

Building upon research and programming skills introduced in ID 118, students further develop programs and explore various design processes to project solutions for specific building types and user groups. Topics covered include design concept, color, materials, graphics, building codes, global context, sustainability, social issues and barrier-free design needs.

Prerequisite(s): ID 118.

ID 221 — Interior Design: 1650-1850

2.5 credits; 2 lecture and 1 lab hours

Traces the major period styles used in interior design in England, France, and the United States from the mid-17th to the mid-19th centuries, with an analysis of their evolution from concepts and forms developed in early classic civilizations.

ID 222 — Interior Design: 1850-1950

2.5 credits; 2 lecture and 1 lab hours

Traces interior design and the evolution of modernism in Europe and the United States from the theory and practice of mid-19th century reformers to the modern movements of the early 20th century.

ID 226 — Decorative Arts, Architecture, and Interior Design in Italy

3 credits; 3 lecture hours

Focuses on the development of domestic architecture, interior design, and decorative arts in Italy from the Etruscan period through the Baroque. Presented in and around Rome, Florence, and Venice, the course emphasizes the relationship of architecture and interior design, textiles and furniture, as well as the integration of painting and sculpture. Approximately three weeks in January or June.

ID 227 — History, Theory & Criticism II

2 credits; 1 lecture and 2 lab hours

Students continue their exploration of specific buildings, artists, and design projects from various cultural contexts and explore the design decisions that evolve from the knowledge of history and various cultures. They are introduced to critical evaluation of sources of information to develop research skills.

Prerequisite(s): ID 122.

ID 241 — Lighting Design I

1.5 credits; 1 lecture and 1 lab hour

Provides basic understanding of vision as affected by light, color, texture, and form. Introduces basic principles of lighting design including criteria, calculations, planning, and layout.

ID 243 — Materials and Methods of Interior Construction I

1.5 credits; 3 lab hours

Provides the student with an understanding of the construction process as it relates to the building of interior spaces.

Prerequisite(s): ID 115.

ID 253 — CAD I

1.5 credits; 3 lab hours

Introduces general concepts of computer-aided design and drafting (CADD), with emphasis on two-dimensional drafting applications such as floor plans, furniture plans, reflected ceiling plans, and elevations. Students create, store, modify, and plot drawings. Students are taught to generate hard copies of their work.

Prerequisite(s): CG 111 and ID 157.

ID 254 — Interior Design Working Drawings

2 credits; 4 lab hours

Students learn how to prepare a construction set of working drawings for use by contractors and the building trades. Architectural drafting techniques, schedules, specifications of materials and finishes, and principles of door and cabinetwork detailing are included. Students read drawings and understand conventions employed by architects, engineers, and the building trades.

Prerequisite(s): ID 158 and ID 243.

ID 255 — CAD II

1.5 credits; 3 lab hours

Presents CAD drafting, dimensioning, and detailing in order to create two-dimensional drawings for architecture, interior design, and construction. Methods for creating and using different line types and text styles are demonstrated. An introduction to three-dimensional modeling is included.

Prerequisite(s): ID 253.

ID 262 — Professional Practice I

2 credits; 2 lecture hours

A fundamental understanding of the professional standards and practices of interior design, including client relationships and marketing, is provided. Business methods and client record-keeping techniques are introduced. Fabric and furniture resources, typical sampling, specifying, and manufacturing processes are researched and discussed. Special floorings and wall coverings, window treatments, and upholstery methods and techniques are reviewed.

ID 281 — Interior Design Studio IV

5 credits; 1 lecture and 8 lab hours

Building upon skills learned in ID 219, students design complex interior spaces with multiple functions and user groups. They conduct observations, develop case studies, study precedents, review existing literature, and analyze collected information to define program requirements. Lighting, color, materials, details, building codes, global context, sustainability, social issues, and barrier-free inclusive design needs are highlighted.

Prerequisite(s): ID 219.

ID 282 — Design Technology I

3 credits; 6 lab hours

Students gain a basic understanding of the process of interior construction and its interaction with various building systems. The general concepts of Computer-Aided Design and Drafting (CADD) and Building Information Modeling (BIM) are introduced. Building materials and interior fabrication and installation methods are explored through detail drawings using CADD and BIM software.

ID 283 — Design Technology II

3 credits; 6 lab hours

Students learn how to prepare a construction set of working drawings for use by contractors and related building trades. Architectural drafting techniques, schedules, specifications of materials and finishes, and principles of door and cabinetry detailing are addressed. the exploration of basic elements of architectural materials and their related joinery methodologies and applications to the detailing of various custom components of interior spaces are addressed.

Prerequisite(s): ID 282.

ID 299 — Independent Study in Interior Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

ID 310 — Adaptive Reuse: Community Place Making

2 credits; 4 lab hours

This course is offered to Interior Design students working for three weeks either in an international design office or classroom environment. Students are exposed to strategic planning methods of design and their impact on local redevelopment, and are introduced to the process of critical evaluation of existing city and neighborhood resources, which will support their proposals for an interior design group project. With an emphasis on adaptive reuse and repurposing existing interior spaces, students will propose design ideas for cultural, residential and commercial uses.

ID 312 — Interior Design Studio: Institutional

4 credits; 8 lab hours

Introduces students to more complex building types and design studies. Work includes institutional spaces, such as health care, government, and religious facilities, cultural centers, and supportive communities. Students develop in-depth research and design analysis methods, and explore specific user-group requirements that address cultural, behavioral, and quality-of-life issues. Application and knowledge of building codes and Americans with Disabilities Act (ADA) compliance are further developed in design project assignments.
Prerequisite(s): ID 314.

ID 314 — Interior Design Studio: Residential

4 credits; 8 lab hours

Explores the multi-dimensional aspects of the residence and principles of problem solving applied to urban and suburban living space. High-end cooperative/condominium apartments, townhouses, and country and vacation homes are studied. In-depth research methods are expanded upon through exchanges with guest design collaborators and field trips. Application of codes and barrier-free environments are studied, as well as focus areas of design such as the bath and/or kitchen.
Prerequisite(s): ID 214.

ID 315 — Interior Design Studio V

4 credits; 8 lab hours

This studio course introduces students to the holistic strategies and principles of integrated design for interior environments. Students apply in-depth programming research, fact-finding skills and design analysis methods. The complexity of sustainable design decisions that have an impact on global and local environments, economy and human health are explored. Inclusive design, design for activity, and building codes are covered.
Prerequisite(s): ID 281.

ID 316 — Interior Design Studio VI

4 credits; 8 lab hours

This course builds upon studies initiated in ID 315, with additional advanced focus on collaboration with professionals from various fields. This collaboration is necessary to address complexity of human interactions with the built environment, and to utilize available advanced strategies, materials, and technologies. Students explore holistic strategies and principles for interior environments, and further develop programming skills and design analysis methods. They experiment with complex sustainable design decisions that intend to balance impact on global and local environments, on economy, human health, safety and wellbeing. Knowledge and application of major building blocks of interior design professional practice are further developed.
Prerequisite(s): ID 315.

ID 322 — Decorative Arts Survey

2 credits; 1 lecture and 2 lab hours

Surveys the decorative arts and other related objects, including porcelain and ceramics, metalwork, glass and wood, frames, and carpets from Europe, England, Asia, and America. Students learn to recognize and determine appropriate artifacts as well as ceiling, wall, and floor coverings for use in interior environments. Local resources are identified and craftsmanship technologies are outlined and explored.

ID 323 — Interior Design: 1950 to Present

2 credits; 2 lecture hours

An in-depth study of the history of interior design and decoration in the 20th century, emphasizing its development after World War II and the transformation of the practice and role of the professional in society. Introduces students to the philosophies of modern interior design movements (postmodernism, minimalism, deconstructionism, etc.), practitioners (Wright, Aalto, Baldwin, Eames), and the influence of historical styles on contemporary work.

ID 324 — History, Theory & Criticism III

2 credits; 1 lecture and 2 lab hours

This course builds upon ID 122 and ID 227. Students continue their exploration of specific buildings, artists, and design projects from various cultural contexts, and explore the complexity of design decisions that evolve through the knowledge of history and various cultures. They are introduced to critical evaluation of sources of information to develop research skills.
Prerequisite(s): ID 227.

ID 331 — Presentation Techniques III

1.5 credits; 3 lab hours

Studies in advanced techniques involved in the rendering and presentation of interior spaces, including collage, colored pencil, film, photography, airbrush, and other advanced types of media. Students develop and explore new concepts, methods, and ideas for formatting their design work.
Prerequisite(s): ID 134.

ID 332 — Interior Rendering in Colored Pencil

1.5 credits; 3 lab hours

Using colored pencil, students explore advanced rendering techniques, from quick schematics to finished renderings, as they relate to the interior design profession.
Prerequisite(s): ID 133.

ID 341 — Lighting Design II

1.5 credits; 1 lecture and 1 lab hour

Advanced course deals with increased awareness of the application of lighting principles in more complex interior design environments. Various types of architectural and decorative lighting sources are explored. The impact of codes compliance, budget estimating, and project cost control methods are examined.
Prerequisite(s): ID 241.

ID 343 — Materials and Methods of Interior Construction II

2 credits; 1 lecture and 2 lab hours

Students develop a greater awareness of building technology: the functional role of structure in various building types and how it is a major consideration in an interior design project. The various construction systems used to create exterior envelopes of buildings are taught. Vertical circulation systems, mechanical systems, specialized hardware, special finishes and coatings, and the various CSI-formatted specification and information systems are studied.
Prerequisite(s): ID 158 and ID 243.

ID 346 — Interior Architectural Detail

1.5 credits; 3 lab hours

Course addresses basic elements of architectural woodwork and related joinery methodologies and their application to the detailing of various custom components of interior spaces.
Prerequisite(s): ID 254.

ID 347 — Lighting Design

2 credits; 1 lecture and 2 lab hours

This course increases students' awareness of the application of lighting principles in more complex interior design environments. Various types of architectural built-in, recesses, and semi-recessed luminaires, as well as decorative lighting sources are explored. Types of lamps are studied and lighting calculations are reviewed to assure and understanding of how the amount of light is measured in the built environment to meet codes. The impact of codes compliance, budget estimating, sustainability and project cost control methods are also examined.

ID 354 — CAD III

1.5 credits; 3 lab hours

Three-dimensional modeling for interior designers. The course consists of lectures, demonstrations, and lab exercises describing and teaching the general concepts and techniques of creating, viewing, and manipulating three-dimensional computerized architectural models.
Prerequisite(s): ID 214 and ID 255.

ID 362 — Furniture, Finishes, Fixtures, and Equipment

1.5 credits; 1 lecture and 1 lab hour

Students explore the interior design marketplace as it relates to furnishing and accessorizing the interior environment. Methods of learning how to locate, evaluate, and modify such items as upholstered furniture, kitchen and bath equipment, hardware, floor and wall finishes, window treatments, and office systems are studied. Emphasis is placed on the preparation and development of specifications and procurement of design products.

ID 363 — Building Regulations

3 credits; 3 lecture hours

Studies of the various regulations that govern the design, construction, and occupancy of building interiors relative to public health, safety, and welfare. Zoning ordinances, state building codes, federal occupational regulations, fire prevention, egress, barrier-free accessibility (ADA), and administrative requirements are covered.
Prerequisite(s): ID 243.

ID 373 — Human Factors and Interior Ergonomics

2 credits; 1 lecture and 2 lab hours

For Continuing Education students. Examine appropriate design to fit environment, space, and equipment to human characteristics. Physical anthropology, physiology, and psychology play a role in the design of everyday tasks at work and in the home.

ID 381 — Design Technology III

4 credits; 2 lecture and 4 lab hours

This course addresses the design and control of interior environments as it relates for human comfort levels through the supply of heating, ventilation, air conditioning and plumbing systems, including the various electrical systems and sub-systems. The various regulations that govern the design, construction and occupancy of building interiors relative to public health, safety and welfare are addressed. Zoning ordinances, state building and energy codes, federal occupational regulations, fire prevention, egress, barrier-free accessibility (ADA) and administrative requirements are covered.
Prerequisite(s): ID 283.

ID 382 — Design Technology IV

4 credits; 2 lecture and 4 lab hours

Students become familiar with the application of a wide variety of building materials, finishes and the preparation of construction details. Through research and analysis, they assess performance criteria including applications, function, and environmental factors. They explore the materials and fabrication techniques involved in the design and construction of interior details.
Prerequisite(s): ID 381.

ID 412 — Interior Design Studio: Store Planning/Retail Design

4 credits; 8 lab hours

Advanced problems in retail/store planning and design, which include boutiques, specialty shops, and department stores. Awareness of regulations and codes, design analysis, presentation techniques, and marketing as well as methods of written and verbal communication are studied. Professional practitioners act as collaborators in evaluating student projects.
Prerequisite(s): ID 314.

ID 413 — Interior Design Studio VII

4 credits; 8 lab hours

This integrative design studio course builds upon ID 315, with additional focus placed on addressing current social and cultural phenomena and diverse and/or special needs populations through collaboration with local community. Students continue exploration of the holistic strategies and principles for interior environments, and further develop in-depth programming and design analysis skills. They experiment with complex sustainable design decisions that intend to balance impact on global and local environments, on economy, human health, safety and wellbeing. Knowledge and application of major building blocks of interior design professional practice are further developed.
Prerequisite(s): ID 315.

ID 421 — Historic Preservation I

2 credits; 2 lecture hours

Provides basic understanding and appreciation of preservation and considers the appropriate recycling of historic interior spaces. Preservation and recycling projects in this country and abroad are analyzed and discussed.

ID 422 — Historic Preservation II

2 credits; 2 lecture hours

Advanced course with emphasis on research and field work. Major preservation and/or recycling projects to be selected and executed individually or in groups. Students develop programs and prepare design solutions.

ID 431 — Computer Rendering

1.5 credits; 3 lab hours

Lectures, demonstrations, and lab exercises describe and teach the general concepts and techniques of creating, viewing, and editing computer renderings of interior spaces. The software for the course is internationally recognized as an acceptable standard for manipulating graphics. The computer offers the student the ability to constantly view and alter work.

ID 444 — Furniture Design

1.5 credits; 3 lab hours

An introductory course to the creative process of furniture design. Human factors and ergonomics related to furniture design are studied in depth.
Prerequisite(s): ID 346.

ID 445 — Interior Product Design

1.5 credits; 3 lab hours

The course introduces students to three-dimensional interior product design for use in the residential, contract, and hospitality markets. Emphasis is on the design of products with specialized functions, including universal design and special needs.
Prerequisite(s): ID 346.

ID 461 — Professional Practice II

2 credits; 2 lecture hours

Deals with common situations associated with professional interior design practice, including contracts, procurement and billing procedures, fees, marketing and sales efforts, public relations, professional ethics, office organization, estimating, and progress scheduling.

ID 462 — Professional Practice II/Internship

3 credits; 3 lecture hours

This course prepares students for common situation associated with professional interior design practice. Project contracts, procurement and billing procedures, fees, marketing and sales efforts, public relations, professional ethics, office organization, cost and time estimating and progress scheduling are covered.

ID 471 — Environmental Systems

2 credits; 1 lecture and 2 lab hours

Examines the control of interior environments through the supply of heating, ventilating, air conditioning, and plumbing systems; study of the various electrical systems and sub-systems is included. Reference sources are provided so students build an understanding of how these systems interface within the built environment.
Prerequisite(s): ID 115.

ID 472 — Ecology and the Built Environment

2 credits; 1 lecture and 2 lab hours

The growing impact of ecology on the interior design profession is studied and includes such topics as nondepletable energy services, energy conservation, and resource conservation. Students explore the relationships between ecology and building construction, furniture, furnishings, equipment, building mechanical systems, and building maintenance. Recycling, reuse, and ecological awareness are among the areas studied.

ID 493 — Internship

3 credits; 3 lecture hours

An internship in a qualified design office, industry showroom, or trade/workroom/fabricator as selected by the student with the approval of the chairperson. This internship is for a total of 15 weeks and 135 hours minimum: 5 weeks, 3 hours per week on campus, plus 10 weeks, 12 hours minimum per week on site. Includes individual interviews and assessment reviews with the student and instructor for pre-, during, and post-internship work experience. Assessment forms analyzing and evaluating the experience are required and a final closure interview is held.
Prerequisite(s): approval of chairperson.

ID 494 — Senior Thesis Design Project Research

2 credits; 1 lecture and 2 lab hours

A prerequisite to the senior thesis design project, this course deals with research methodology related to preparing a design program. Students obtain, develop, and analyze data and design criteria as well as building drawings specific to their selected areas of study. Faculty and a professional mentor/expert specializing in the student's field of study offer information, guidance, and counsel during the programming phase and subsequent design development of the following semester. Students select their senior thesis topic, subject to the approval of the chairperson.
Prerequisite(s): ID 314, ID 363 and EN 323.

ID 495 — Senior Thesis Design Project

4 credits; 8 lab hours

Based on the design program researched and written in the prior semester, students prepare a capstone project in interior design that synthesizes space planning, building regulations, accessibility, lighting, furniture layouts, color finishes and materials, furniture and furnishings selections, details, and their selected methods of presentation/communication. Students work in a classroom studio throughout the semester and culminate their study with a presentation to faculty, mentors, and invited design professionals.

Prerequisite(s): ID 412 and ID 494.

ID 496 — Senior Thesis Design Project: Programming

3 credits; 2 lecture and 2 lab hours

Students gather information and develop a comprehensive evidence-based design program for the following semester's senior design project. Through fact-finding and analysis, they explore the complexity of human interaction with, and functioning in the built environments. They define appropriate strategies and technologies that balance the forseeable impact on global and local environments, economy, and human health, safety and wellbeing. Students identify applicable laws, codes and standards to create design solutions.

Prerequisite(s): ID 381, and ID 316 or ID 413, and EN 323.

ID 498 — Senior Thesis Design Project

4 credits; 8 lab hours

Based on, and in response to the design program researched and written in ID 496, students prepare a capstone project in interior design that synthesizes their knowledge of space planning, indoor environmental quality strategies, building regulations, accessibility, lighting, furniture layouts, color, finishes and materials, furniture and furnishings selections, and presentation and communication methods. They work in a classroom studio throughout the semester, which culminates with a presentation to faculty, mentors, and invited design professionals.

Prerequisite(s): ID 496, ID 316, and ID 413.

ID 499 — Independent Study in Interior Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

IL: Illustration

IL 102 — Introduction to Digital Sculpting

1.5 credits; 3 lab hours

A hands-on studio course where students create characters, props and costumes in three dimensions (3D) using the most up-to-date mesh-based digital modeling software. This course is open to all FIT Departments and Professional Studies.

IL 103 — Illustrating the Male Figure

1.5 credits; 3 lab hours

For Menswear students. Study of the human anatomy, proportions, and movement of the male figure, employing varied media, is presented. How garments are affected by muscle movement is emphasized.

IL 105 — Painting Process I: Color Theory and Applications

3 credits; 6 lab hours

In this studio course, students focus on the process of painting and use of color, including basic color theory and application through the creation of a color wheel. They explore the characteristics of pigment through various techniques and transform observational tonal drawings by the application of color.

IL 111 — Fashion Illustration I

3 credits; 6 lab hours

For Continuing Education students. Students study the procedures and principles of fashion illustration and translate drawings from the live model into finished fashion illustrations, rendering clothing and accessories. Use of pen and ink, marker, and brush and wash techniques suitable for black-and-white reproduction is discussed.

IL 114 — Fashion Applications

1.5 credits; 3 lab hours

The fundamental principles and skills required for commercial fashion illustration are taught. Using black-and-white media geared to print and electronic reproduction, students create fashion images working from the live model. Focus is on developing an individual style and creating exciting, dramatic images.

IL 123 — Principles of Illustration I

1.5 credits; 3 lab hours

Explores media, techniques, and art research. Introduces students to printing and the application of general illustration to specific design problems; directs them to tap and discover personal resources for artistic expression.

IL 125 — Introduction to Digital Illustration Techniques

2 credits; 1 lecture and 2 lab hours

In this introduction to basic Adobe Photoshop, students develop illustrative drawing and painting skills using pressure sensitive tablets or displays in the production of digital and traditional imagery from concept to finish.

IL 126 — Watercolor Comps and Illustrations

1.5 credits; 3 lab hours

Students learn to develop a wide variety of illustration projects in watercolor, from comps to finishes that are ready for reproduction. Emphasis is on real-world assignments for newspapers, magazines, packaging, advertising, and children's book illustrations.

IL 127 — Applying Color to Illustrate the Written Word

1.5 credits; 3 lab hours

Students learn to use color to produce effective pictorial representations of the written word. By learning the key properties of color and how to manipulate them, students achieve an understanding of color rendering for reproduction.

IL 128 — Perspective Drawing, Composition, and Concept

1.5 credits; 3 lab hours

Students learn to apply perspective drawing, composition, and conceptualization as a means of developing visual communication skills.

IL 133 — Anatomical Life Drawing for the Illustrator I

2 credits; 1 lecture and 2 lab hours

This introductory course in anatomy and life drawing focuses on the skeletal and muscular systems of the body in order to understand the human form and its proportions, contours, and characteristic periphery of movement.

IL 143 — Fashion Drawing I

2 credits; 4 lab hours

For Continuing Education students. Drawing from the fashion model. Emphasizes line drawing in charcoal, conte, and other black-and-white media.

IL 153 — Drawing Foundation I

3 credits; 6 lab hours

Students develop the ability to draw from observation, including human anatomy. They explore drawing techniques to integrate line, tone and composition. They merge drawing on location with studio drawing and reference materials, as well as maintain a sketchbook for class work and personal development.

IL 154 — Drawing Foundation II

3 credits; 6 lab hours

Through advanced study of the nude and clothed figure at rest and in motion, in the studio and on location, students apply their understanding of anatomy, complex compositions, and use diverse drawing media to complete various assignments. Students develop a sketchbook for class work and personal development.

Prerequisite(s): IL 153.

IL 161 — Illustration Process I

3 credits; 6 lab hours

This course establishes fundamentals of pictorial language, critical thinking, composition, and rendering skills. Students use traditional drawing, painting and 3D media techniques to complete profects and develop the work habits necessary to execute successful thumbnail sketches to comprehensive illustrations. Students produce a sketchbook for class work and personal development.

IL 162 — Illustration Process II

3 credits; 6 lab hours

Through conceptual and picture-making skills with an emphasis on the application of linear and tonal perspective, students explore complex compositions, narratives and metaphor. A range of traditional media is explored, and the integration of digital media is introduced. Students maintain a sketchbook for class work and personal development.

Prerequisite(s): IL 161.

IL 181 — The Essence of Comic Art

2 credits; 1 lecture and 2 lab hours

Cultivates the unique graphic style in magazine cartooning, political cartoons, and comic book characters, stressing satire, whimsy, fantasy, and humor. Students develop the ability to succinctly express a comic point of view.

IL 183 — Comic Book Illustration

2 credits; 1 lecture and 2 lab hours

For Continuing Education students. This course addresses the professional process of creating comic book illustration, from character design to panel-to-panel continuity and story development. It focuses on sequential illustration as it applies to visual storytelling in comics.

IL 184 — Introduction to Airbrush

1.5 credits; 3 lab hours

Students learn the mechanics of the airbrush instrument in order to explore creative techniques used in illustration.

IL 201 — Painting Process III: Figure as Visual Communication

3 credits; 6 lab hours

Students expand their painting skills to complete professional assignments. They employ complementary color schemes, perspective and composition and design principles to create the illusion of three dimensional form, texture, space and light, and work from live models and photo reference, integrating digital technology with traditional media.

Prerequisite(s): IL 272.

IL 261 — The Italian Way: Lessons from the Masters for Our Time

2.5 credits; 4 lecture hours

Offered in Florence, this course introduces students to aspects of Italian art and culture that affect their aesthetic and pragmatic points of view as artists. Emphasizes the relationship among the concepts, materials, and techniques used by the masters, and its relevance to today's artist. Approximately five weeks in June/July.

Prerequisite(s): two semesters of History of Art and Civilization courses.

IL 262 — Pictorial Problem Solving

3 credits; 6 lab hours

Students build upon their conceptual skills to execute finished concepts and resolve the specifications of professionally-oriented assignments. Using traditional and digital skills and employing reference materials, students create illustrations that effectively communicate ideas. The business of illustration is explored, including ethics, marketing, and web presence.

Prerequisite(s): IL 162.

IL 263 — Advanced Pictorial Problem Solving

3 credits; 6 lab hours

Students continue to build upon their conceptual skills, to execute finished concepts and resolve the specifications of professionally-oriented assignments. Using traditional and digital skills and employing reference materials, they create illustrations that effectively communicate ideas. The business of illustration is explored, including ethics, marketing, and web presence.

Prerequisite(s): IL 262.

IL 264 — Visual Interpretation

3 credits; 6 lab hours

Students learn to define and express the essence of subject matter in Illustration. They explore drawing, painting, line, tone, shape, color and composition to develop their own style of visual expression. They discern gesture and movement of the figure using traditional media and conceptual techniques to develop visual communication skills and personal style.

Prerequisite(s): IL 154.

IL 265 — Advanced Visual Interpretation

3 credits; 6 lab hours

Students focus on the refinement of their interpretative and technical skills to create advanced illustrations from reference materials and observation. They create imagery through a personal interpretive approach to illustrate specific professionally orientated assingnments, and develop a cohesive style.

Prerequisite(s): IL 264.

IL 272 — Illustration Rendering Techniques

1.5 credits; 3 lab hours

This painting course focuses on rendering realistic imagery while building on students' color application skills. Students learn to develop accurate facsimiles of photo images by creating visual illusions of 3D on two-dimensional surfaces with color, shadow, depth, mood, texture, and form.

Prerequisite(s): IL 127 or IL 105.

IL 299 — Independent Study in Illustration

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

IL 302 — Drawing for Animation I

2 credits; 1 lecture and 2 lab hours

Students learn to draw for animation by developing skills through quick gestural action analysis as well as traditional figure drawing techniques. Creation of character interaction, backgrounds, layouts, storylines, staging, and theatrics is emphasized.

IL 303 — Drawing for Animation II

1.5 credits; 3 lab hours

Advanced drawing for animation preparation by drawing the nude and costumed model, focusing on gestural analysis of the figure. The understanding of continuity in storytelling and character development is emphasized through the correlation of color, lighting, media, music, and cultural influences. Students keep a sketchbook/journal.

Prerequisite(s): IL 302.

IL 304 — Foundations of Visual Expression for Storyboard and Concept Art I

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration. Students are introduced to illustration topics that can be applied to filmmaking and other visual communication areas. These include anatomy, figure drawing, motion mechanics, perspective drawing and composition.

IL 305 — Foundations of Visual Expression for Storyboard and Concept Art II

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration. In this foundation course, students improve their artistic proficiency through drawing and painting from observation of the human form. Color theory and composition applied to filmmaking and other visual communication areas is also covered.

Prerequisite(s): IL 304.

IL 306 — Visual Storytelling for Evolving Media I

3 credits; 6 lab hours

Using sequential storytelling concepts and technologies, students create stories that move in time and space. They work in teams to complete projects including writing, short animations, app design, picture e-book designs and animated graphic novels. Demonstrations of new media and industry-partnered projects are incorporated througout the semester.

Prerequisite(s): IL 377.

IL 321 — Digital Sketching and Comping for the Illustrator

1.5 credits; 3 lab hours

Using Adobe Photoshop, students learn to create digital artwork and type; make selections; file, retrieve, scan, print, edit, and retouch photography and artwork; and manipulate, color, and combine images in order to produce high-quality sketches and comprehensives.

Prerequisite(s): PH 272.

IL 323 — Adobe Illustrator for the Illustrator

2 credits; 1 lecture and 2 lab hours

This course builds on the student's knowledge of vector-based drawing, bitmap-based applications, and basic digital typography and design. Illustrative skills are synthesized with typography and design in order to enhance visual problem-solving abilities as well as opportunities for artistic expression.

Prerequisite(s): IL 125 and CD 201.

IL 324 — Digital Painting for the Illustrator

1.5 credits; 3 lab hours

Adobe Photoshop and Corel Painter are used to apply traditional painting and drawing techniques in a digital format. Students learn how to modify the interface using the Power User's method to work more efficiently. They are encouraged to use these programs to experiment stylistically.

Prerequisite(s): IL 125.

IL 325 — Digital Illustration Techniques

3 credits; 6 lab hours

This course emphasizes the integration of traditional illustration skills and techniques with the application of digital technology. Students expand upon software proficiencies, in combination with traditional picture-making techniques, to develop evocative and visually compelling digital illustrations geared to specific commercial markets.

Prerequisite(s): IL 125.

IL 326 — Traditional Painting Media: Methods and Materials

3 credits; 6 lab hours

This course emphasizes the integration of traditional illustration skills and techniques with the application of digital technology. Students expand upon software proficiencies, in combination with traditional picture-making techniques, to develop evocative and visually compelling digital illustrations geared to specific commercial markets.

Prerequisite(s): IL 201.

IL 362 — The Illustrator's Heritage I

3 credits; 2 lecture and 2 lab hours

Combines a survey of decorative artists and illustration (late 19th to early 20th century) with visits to museums, galleries, designers' showrooms, and studios. Students complete illustration projects based on lectures and drawings from a model. (G6: Arts)

Prerequisite(s): IL 201.

IL 364 — The Illustrator's Heritage II

3 credits; 2 lecture and 2 lab hours

Continues a survey of various aesthetic influences on illustrators from the early 1900s to the present. Course is enriched by guest speakers, films, museum visits, and field trips. Students complete illustration projects based on lectures and drawings from the model.

Prerequisite(s): IL 362.

IL 374 — Book Illustration I

1.5 credits; 3 lab hours

Develops skills in interpreting a manuscript or story and creating visual images. The application of various techniques and materials is explored. (G6: Arts)

Prerequisite(s): IL 362.

IL 375 — Book Illustration II

1.5 credits; 3 lab hours

Explores aspects of book illustration, with emphasis on specific imagery for specialized areas such as children's books, science fiction, and juvenile. Emphasis is on professional procedures and portfolio preparation.

Prerequisite(s): IL 374.

IL 376 — Fantasy and Science Fiction Illustration

2 credits; 1 lecture and 2 lab hours

Students explore this genre of illustration through consideration of art, film, novels, and mythology to develop the creative skills necessary to produce images that rely on the imagination, and the extrapolation and integration of visual reference.

IL 377 — Book Illustration

3 credits; 6 lab hours

This course explores both traditional and contemporary approaches to book illustration, including the creation of children's books, young adult books, and graphic novels. Through class projects, students are introduced to essential business practices and procedures. They conceive, design and illustrate their own manuscripts geared to sell in the publishing market.

IL 378 — Stylistic Illustration

3 credits; 6 lab hours

In this course, students develop their unique and personal illustrative style of visual expression and communication. Through professionally-orientated illustration assignments including written material for book, editorial and advertising assignments, they explore diverse media and integrate traditional and digital skills.

Prerequisite(s): IL 264.

IL 379 — Illustrating the Written Word

3 credits; 6 lab hours

This course focuses on students' interpretation of the written word as a means to illustrate professionally-oriented assignments and resolve visual problems. They incorporate comprehensive research using traditional and digital skills in conjunction with conceptual processes to produce unique ideas and effective illustrations.

Prerequisite(s): IL 377.

IL 383 — Advanced Drawing and Composition: The Personal View

3.5 credits; 1 lecture and 5 lab hours

Students acquire special drawing techniques to provide new ways of perceiving subjects. Emphasis is on complex projects (multiple figures in background) and research.

Prerequisite(s): IL 382.

IL 385 — Illustrating for Contemporary Media II: Images in Sequence

2 credits; 1 lecture and 2 lab hours

Students apply their traditional drawing skills to conceptualize, compose, and render imaginative storyboard applications for comic books, television, films, video games, and the web. Students work from scripts and learn to think in terms of time and space to create memorable and believable sequential illustrative imagery.

Prerequisite(s): IL 384.

IL 389 — Materials and Techniques II: Mixed Media, Including Photography

2 credits; 4 lab hours

Examines the range of unusual and experimental media available to the illustrator. Enlarges and develops students' personal techniques as it explores experimental options.

Prerequisite(s): IL 388.

IL 402 — Illustrating for the Moving Image I: The Storyboard

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration. This course covers key aspects of sequential storyboard drawing and painting for the moving image. It addresses composition and narrative content using appropriate graphic tools and media, such as pencil, marker, pen and/or brush and ink, watercolor, gouache, acrylic, and oils.

Prerequisite(s): IL 305.

IL 404 — Illustrating for the Moving Image II: Concept Art and Character Design

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration. Students study the methods of researching period details such as environment, architecture, costume, and weaponry. They learn extrapolative techniques used in genres such as fantasy and science fiction in which the artist must visualize places, characters, objects, and technologies that do not exist.

Prerequisite(s): IL 402.

IL 405 — Visual Storytelling for Evolving Media II

3 credits; 6 lab hours

Students continue to work on projects started in IL 306, or begin new projects to produce a piece of sequential art demonstrating a personal style and vision. They adopt new technologies and techniques befitting their projects. Work is done in teams or individually.
Prerequisite(s): IL 306.

IL 461 — Illustration Workshop

3 credits; 6 lab hours

Exposes students to the working world by assigning actual client-generated projects. Students become familiar with standard business practices including client approval, bookkeeping systems, work schedules, and billing procedures. Reproduction-ready artwork is ultimately delivered to the client.
Prerequisite(s): IL 383 and IL 389.

IL 473 — Advanced Visual Story Studio

3 credits; 6 lab hours

Students continue to work on projects started in IL 405, or begin new ones, to produce a piece of sequential art demonstrating a personal style and vision. They are required to adopt new technologies and techniques befitting their projects. Work is done in teams or individually.
Prerequisite(s): IL 405.

IL 482 — Color Rendering in Advanced Media I

2.5 credits; 1 lecture and 3 lab hours

Examines the techniques, materials, and methods of painting in oils and/or acrylics as they apply to illustration. Encourages professional development as well as experimentation in visual and narrative elements and style.
Prerequisite(s): IL 389.

IL 483 — Color Rendering in Advanced Media II

1.5 credits; 3 lab hours

Utilizing the knowledge and skills acquired in IL 482, students concentrate on developing a highly finished illustration technique while continuing to evolve their individual styles in painting.
Prerequisite(s): IL 482.

IL 484 — Advanced Color Rendering I

3 credits; 6 lab hours

This advanced-level course focuses on the expansion of students' painting and rendering skills through the application of traditional media and techniques of the masters. Students paint the human figure from direct observation to strengthen their visual perception and awareness of three dimensional form, color and space.
Prerequisite(s): IL 326.

IL 485 — Advanced Color Rendering II

3 credits; 6 lab hours

This course builds on and expands students' craftsmanship and painting skills. They continue to refine their illustrative style to create personal visual expression for print and web applications. Students paint the human figure extensively from direct observation to strengthen visual perception and awareness of three-dimensional form, color and space.
Prerequisite(s): IL 484.

IL 491 — Mentor/Specialization Projects I

3 credits; 6 lab hours

Encourages the development of the student as a professional. Several semester projects are individually selected and completed under the supervision of the professional mentor, who may be a working professional, a faculty member who is an expert in a particular area of illustration, or a successful graduate.

Prerequisite(s): IL 389.

IL 492 — Mentor/Specialization Projects II

3 credits; 6 lab hours

Under the guidance of a professional mentor, the student has the opportunity to expand an area of specialization and develop a second specialty. Portfolio organization is emphasized. Approximately four weeks in January or June.

Prerequisite(s): IL 491.

IL 493 — Illustration Portfolio Thesis

3 credits; 6 lab hours

This course serves as a final preparation for students entering the illustration business. Students submit a written proposal for their self-generated illustration. Guest speakers from industry provide them with insight into business practices, entrepreneurial strategies, and freelance and staff employment. Students present and defend their visual thesis before faculty and peers.

Prerequisite(s): IL 491.

IL 499 — Independent Study in Illustration

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

IN: International Trade and Marketing

IN 201 — Global Sourcing in the Textile Industries

3 credits; 3 lecture hours

This overview of global sourcing in the textile industries examines how textile firms search for raw materials, textile chemicals, equipment, and manufacturing plans in foreign markets. Students analyze how various professions, including primary producers, commission manufacturers, jobbers, brokers, and trading companies, participate in the international production and distribution of the final product. Emphasis is on the dynamics of the supply side (resource development and production) and the demand side (resource procurement and management).

IN 301 — Global Sourcing in Home Furnishings

3 credits; 3 lecture hours

This introductory course examines the process of international sourcing in the home furnishings industries. Students study how U.S. home products companies, through product development, search for foreign manufacturers by evaluating various countries' production costs, quality standards, technical abilities, infrastructures, and cultural differences. Also addressed are U.S. trade policies, vendor management, and consumers' concerns about products manufactured abroad.

IN 312 — International Trade

3 credits; 3 lecture hours

Introduces international trade as it is practiced today. Students learn how various industries have developed different international trade patterns and how the internet is rapidly changing this field. Focus is placed on international trade as an industry, professional opportunities, project management, intercultural skills, and technical trends in logistics and online research.

IN 313 — International Business Transactions

3 credits; 3 lecture hours

The management of international trade transactions is introduced, with emphasis on agency, distributorship, franchising agreements, import/export, and licensing. Students learn the theory and practice of conducting international negotiations and how to apply the self-regulatory standards used in international trade. The use of the internet and business-to-business e-commerce websites to transact international business is also examined.

IN 320 — Compliance Management in International Trade

3 credits; 3 lecture hours

Students master identification of major compliance regulations and issues that impact fashion companies, the agencies that implement them, as well as the organizations that monitor them. How firms restructure processes to incorporate compliance assessment, manage tracking, surveys, testing and document preparation are explored.
Prerequisite(s): IN 312.

IN 322 — Global Marketing

3 credits; 3 lecture hours

Introduction to the research techniques and implementation strategies practiced in global marketing by the fashion and related industries. Students examine the major trends revolutionizing international marketing, the evolution of international companies into global firms, and the expanding role of e-commerce. The role of intercultural communication and negotiation styles in global marketing strategies is studied in detail.

IN 323 — Import/Export Regulations

3 credits; 3 lecture hours

Import and export regulations enforced by the U.S. Customs Service are presented, including ECCN and HTSUS classification, country of origin, customer screening, export licensing, quota/visa, required import/export documentation, and valuation. Students develop an import or export international business plan.
Prerequisite(s): IN 312.

IN 324 — International Marketing Research

3 credits; 3 lecture hours

Students learn how to plan, implement, and present an international marketing research project. The course explores secondary data that are available through libraries, public agencies, and online resources and analyzes strategies for generating primary data in foreign markets. International team-building and presentation skills are reviewed and practiced. Lectures and critiques are provided by guest speakers from the industry.
Prerequisite(s): IN 322.

IN 331 — Global Sourcing for Stylists

3 credits; 3 lecture hours

Students learn how and where goods and components are manufactured. Compliance, quality control standards, and governmental regulations are addressed, as well as the evolution of global sourcing and current fashion trends and practices.

IN 341 — International Logistics

3 credits; 3 lecture hours

International logistics--the organized movement of goods, services, and people across countries--is explored. Students survey the impact of the market, government regulations, and technological forces on ground, ocean, and air transportation systems. International conventions and the role of unions in logistics are also studied.

IN 342 — International Corporate Responsibility

3 credits; 3 lecture hours

Students study the sustainability movement, and how ethical, social, and environmental issues are being addressed by multinational corporations. Through the review of current case studies, the course examines the role of fashion businesses in creating socially responsible and eco-friendly global supply chains and their effect in international trade policies.

IN 423 — Global Marketing of Luxury Brands

3 credits; 3 lecture hours

Through case studies, business articles, and position papers, students learn how international luxury brands are affected by globalization, how they compete for emerging markets and use elements of sustainability and social responsibility in their competition strategies. Students explore the concept of the global consumer and the impact of this consumer on marketing strategies.
Prerequisite(s): IN 322 or approval of instructor.

IN 424 — Export Promotion Marketing

3 credits; 3 lecture hours

This course is an introduction to the variety of export assistance policies, programs, and initiatives available to U.S., foreign, and global businesses to effectively market fashion-related goods and services. Students examine various export promotion strategies organized by the U.S. government, foreign governments, and bilateral and private-sector joint programs that aid in the exportation of goods and services.
Prerequisite(s): IN 322.

IN 433 — Global Sourcing

3 credits; 3 lecture hours

Students examine the import marketing process, import regulations, sources of supply, supplier management and development, and transportation in order to learn how to participate in the global marketplace and negotiate in cross-cultural situations.
Prerequisite(s): IN 323.

IN 434 — International Management

3 credits; 3 lecture hours

This course is a guide to the world of international business and addresses the myriad factors that influence decision makers working in this environment. Students assess how organizational structure, personnel decisions, resource planning and allocation, and other business alternatives are affected by a firm's global participation.

IN 441 — International Business Law

3 credits; 3 lecture hours

Students develop a thorough understanding of the legal framework for international business transactions in the fashion and related industries. They learn how international sales contracts are structured, how international trade rules and national laws apply to cross-border transactions, and how international business disputes are settled.

IN 442 — International Finance

3 credits; 3 lecture hours

Students learn to use the basic principles and techniques of international financial management and develop an understanding of the financial environment in which multinational corporations and small international businesses operate. Focus is on international capital budgets and capital structure, international cash management, international tax regulations, management of currency and exchange-rate risks, and short- and long-term trade finance.
Prerequisite(s): MA 222 or MA 311.

IN 443 — International Business Strategies and Fashion Law

3 credits; 3 lecture hours

This management course introduces the strategic business considerations faced by international fashion firms as they set up operations in foreign markets. Students examine the market entry process of fashion firms and identify key financial, legal, management, and marketing issues.

IN 492 — International Trade Practicum

3 credits; 3 lecture hours

This course offers students a field trip to a key country of a regional trade agreement to experience international trade's impact on consumers, the fashion industries, and governments of foreign markets. Participants learn to conduct international field research, source international contacts, and develop safe travel skills. Students' findings are summarized in a written case study. An application must be submitted in the prior semester for a student to be considered for the course. Approximately four weeks in January or June.

Prerequisite(s): IN 312 or approval of chairperson.

IS: Interdivisional Studies

IS 299 — Independent Study in Interdivisional Studies

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean.

IS 313 — Environmental Experience

3 credits; 3 lecture hours

For baccalaureate-level Interior Design students. Explores the social nature of human beings, how they adapt the environment to suit their needs, and how they react perceptually and behaviorally to the built environment. Emphasis is placed on the designer's role/responsibility in reacting sensitively to specific user groups and improving their quality of life.

IS 499 — Independent Study in Interdivisional Studies

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean.

IT: Italian

IT 111 — Elementary Italian

3 credits; 2 lecture and 2 lab hours

Students with no background in Italian learn how to communicate with Italian-speaking people. The basic skills of speaking, reading, and writing in Italian are established and Italian culture is introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

IT 112 — Italian II

3 credits; 2 lecture and 2 lab hours

Students expand upon the skills established in Italian I and continue to study Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the class. (G8: Foreign Language)

Prerequisite(s): IT 111 or equivalent.

IT 113 — Made in Italy: Italian Language through Food, Fashion and Film

3 credits; 2 lecture and 2 lab hours

Students review, develop, and expand use of spoken and written structures of contemporary Italian through total immersion. Field trips emphasize the interactive use of the Italian language through three significant themes: gastronomy, cinema, and fashion design, providing enriched understanding of the people, history and culture of Italy. (G8: Foreign Language)

Prerequisite(s): IT 111 or equivalent.

IT 122 — Italian Conversation I

3 credits; 3 lecture hours

Students learn to converse in Italian by emphasizing interaction in real-world situations. Functional and practical verbal communications are addressed with a focus on Italian culture. Course also taught in Florence, Italy, in Winter and Summer sessions.
Prerequisite(s): IT 111 or equivalent (G8: Foreign Language).

IT 132 — Italian in Florence

3 credits; 2 lecture and 2 lab hours

Opportunity is provided for total immersion in Italian and for developing an awareness of the people, culture, and history of Florence and Italy. Students review, develop, and expand use of the basic spoken and written structures of contemporary Italian. Emphasis is placed on immediate and active use of the language as an instrument of communication. Field trips fulfill the lab component of this course. Approximately four days per week for four weeks in June. (G8: Foreign Language)
Prerequisite(s): IT 112 or equivalent.

IT 213 — Italian III

3 credits; 2 lecture and 2 lab hours

This intermediate course is designed to review and refine students' communication skills in Italian. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): IT 112 or equivalent.

IT 214 — Italian IV

3 credits; 2 lecture and 2 lab hours

Building on Italian III, students refine their communication skills in Italian. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): IT 213 or equivalent.

IT 223 — Italian Conversation II

3 credits; 2 lecture and 2 lab hours

Conversational ability in Italian is further developed and refined by emphasizing interaction in real-world situations. Advanced functional and practical verbal communications are addressed along with a focus on Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom.
Prerequisite(s): IT 112 or equivalent (G8: Foreign Language).

IT 299 — INDEPENDENT STUDY - ITALIAN

1-3 credit

IT 311 — Italian for Business

3 credits; 2 lecture and 2 lab hours

This course is designed for students who have completed four semesters of college-level Italian (or equivalent) and who are interested in furthering their language proficiency in commercial Italian. The course focuses on current Italian and European community business practices and culture. (G8: Foreign Language)
Prerequisite(s): IT 214 or equivalent.

IT 312 — Italian Fashion Culture

3 credits; 2 lecture and 2 lab hours

This course is conduced entirely in Italian. This course looks at fashion in Italian culture from the Middle Ages through the present day. Materials include short stories, magazines, newspapers, blogs, and films. Students analyze how fashion reflects sociopolitical changes throughout Italian history, and learn specialized vocabulary related to fashion. (G8: Foreign Language)
Prerequisite(s): IT 214 or permission of instructor.

IT 341 — Introduction to Italian Literature

3 credits; 3 lecture hours

This course introduces students to Italian literature from the Middle Ages to the contemporary era. Students examine the work of Italian authors in the genres of poetry, the novel, and the theater, with an emphasis on literary analysis through discussion and writing. The course is conducted entirely in Italian and is enhanced by multimedia resources. (G7: Humanities; G8: Foreign Language)
Prerequisite(s): IT 214 or equivalent.

IT 342 — Writing Women of the Italian Renaissance

3 credits; 3 lecture hours

This course introduces students to the lives and literary endeavors of a selection of women who lived in Italy during the Renaissance and addresses how these women were written about in the context in which they wrote. Topics addressed in the course include their purpose and motivation for writing, the kinds of texts they wrote and the audience served, and the effect of social class and religion on their work. This course is conducted entirely in Italian. (G7: Humanities; G8: Foreign Language)
Prerequisite(s): IT 214 or equivalent.

IT 499 — Independent Study - Milan

1-3 credit; 1 lecture hour

Prerequisite(s): a minimum of 3.5 GPA and approval of instructor, chairperson and dean for Liberal Arts.

JA: Japanese

JA 111 — Japanese I

3 credits; 2 lecture and 2 lab hours

This introductory course enables students with no background in Japanese to communicate with Japanese-speaking people. The basic skills of speaking, reading, and writing in Japanese are established and Japanese culture is introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

JA 112 — Japanese II

3 credits; 2 lecture and 2 lab hours

Students expand upon the skills established in Japanese I and continue to study Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): JA 111 or equivalent.

JA 122 — Japanese Conversation I

3 credits; 3 lecture hours

Students learn to converse in Japanese by emphasizing interaction in real-world situations. Functional and practical verbal communications are addressed, with a focus on Japanese culture. Course also taught in Tokyo, Japan, in Summer Session.
Prerequisite(s): JA 111 or equivalent (G8: Foreign Language).

JA 213 — Japanese III

3 credits; 2 lecture and 2 lab hours

This intermediate course is designed to review and refine students' communication skills in Japanese. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): JA 112 or equivalent.

JA 214 — Japanese IV

3 credits; 2 lecture and 2 lab hours

Building on Japanese III, students refine their communication skills in Japanese. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): JA 213 or equivalent.

JA 223 — Japanese Conversation II

3 credits; 2 lecture and 2 lab hours

Conversational ability in Japanese is further developed and refined by emphasizing interaction in real-world situations. Advanced functional and practical verbal communications are addressed along with a focus on Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom.

Prerequisite(s): JA 112 or equivalent (G8: Foreign Language).

JD: Jewelry Design

JD 101 — Introduction to Jewelry Fabrication

2 credits; 1 lecture and 2 lab hours

Basic processes used in the design and creation of jewelry. Students fabricate their own designs in the studio.

JD 102 — Enameling Techniques for Precious Metals/Fine Jewelry/Objects D'Art

2 credits; 1 lecture and 2 lab hours

Vitreous enameling on precious metals. Studies include an emphasis on the metallurgical properties of gold, silver, and platinum and their chemical compatibility with enamels. Surface treatments, ancient and modern, that intensify the jewel-like qualities of vitreous enamel on precious metal will be explored. along with construction techniques that help students transform glass into beautiful, functional jewelry and objects of art.

Prerequisite(s): JD 101.

JD 103 — Jewelry and Accessories Fabrication (Interdisciplinary)

2 credits; 1 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with LD 103. This interdisciplinary course challenges students to combine jewelry and accessories aesthetics, materials and problem solving methodology to create a unique three-piece collection that may include but not limited to sandals, hats, handbags and belts.

JD 113 — Beginning Soldering Techniques

1.5 credits; 3 lab hours

Introduces precision techniques in soldering and shaping jewelry. Emphasis is on exact measurements, and control of jewelry tools and soldering torches.

JD 114 — Piercing and Sawing Techniques

1.5 credits; 3 lab hours

Proper use of the jeweler's saw is emphasized and the eye is trained to understand the balance between positive and negative spaces. Students pierce and saw an intricate design in flat sheet stock.

Co-requisite(s): JD 113, JD 121, JD 131, JD 133, and JD 172 or approval of chairperson.

JD 115 — Metal Forming Techniques: Chasing and Repousse

1.5 credits; 3 lab hours

Introduces students to jewelry-forming techniques by making their own dapping and chasing tools by means of forging, annealing, and tempering. Using these tools, objects are created by repousse and other methods.

Prerequisite(s): all first-semester Jewelry Design courses or approval of chairperson "Co-requisite(s): JD 116, JD 122, JD 134, JD 171, and JD 173 or approval of chairperson.

JD 116 — Costume Jewelry White Metal Models

1.5 credits; 3 lab hours

Students learn white metal modelmaking techniques and develop skills in the basic hand and machine processes used in the production of costume jewelry. These models will be made into molds and produced in JD 122.

Prerequisite(s): all first-semester Jewelry Design courses "Co-requisite(s): JD 115, JD 122, JD 134, JD 171, and JD 173 or approval of chairperson.

JD 117 — Enameling for Contemporary Jewelry

2 credits; 1 lecture and 2 lab hours

Vitreous enamel has been used for centuries as a means of adding color and richness to precious objects and jewelry. This course examines historical and contemporary uses of enamel, and explores the various methods of its application, including cloisonne, limoges and champleve, the use of silver and gold foils, oxidation, surface finishing and setting techniques.

Prerequisite(s): JD 101.

JD 121 — Wax Carving

1 credit; 2 lab hours

Wax carving of designs suitable for jewelry, stressing illusion and perspective, needed for both brooches and rings. Emphasis is on preparing a design and model for production.

JD 122 — Jewelry Casting

2 credits; 1 lecture and 2 lab hours

Using designs developed in JD 121, students cast, learning the chemistry of alloying metals and the principles in all casting methods. Experience also is acquired in mold-making, spruing, and investing.

Prerequisite(s): JD 121.

JD 123 — Wearable Art (Interdisciplinary)

2 credits; 4 lab hours

This is an interdisciplinary course cross-listed with FA 123. In this team-taught course, students explore the intermingling of sculpture and jewelry. Students connect, interpret and combine traditional fine arts and jewelry-making processes to create wearable art.

JD 131 — Mechanical Drafting for Jewelers

1.5 credits; 3 lab hours

Designed to teach students the fundamentals of mechanical and plan drawing as it applies to materials, mechanisms, concepts, and designs used in jewelry.

Co-requisite(s): JD 113, JD 114, JD 121, JD 133, and JD 172 or approval of chairperson.

JD 133 — Introduction to Jewelry Design

1.5 credits; 3 lab hours

Emphasis is on developing creative ability. A visual sensitivity is developed through museum trips, nature studies, field trips, etc. Suitable rendering techniques, painting, and perspective requirements are covered.

Co-requisite(s): JD 113, JD 114, JD 121, JD 131, and JD 172 or approval of chairperson.

JD 134 — Jewelry Design II

1.5 credits; 3 lab hours

Advanced illustrative techniques in jewelry design. An elementary knowledge of stones, both precious and semi-precious, is given for incorporating in design. Assigned projects focus on industry requirements.

Prerequisite(s): all first-semester Jewelry Design courses "Co-requisite(s): JD 115, JD 116, JD 122, JD 171, and JD 173 or approval of chairperson.

JD 138 — Introduction to CAD Modeling for Designers

2 credits; 1 lecture and 2 lab hours

Using current hard-surface modeling software, students will make 2D drawings and model 3D parts, beginning with general exercises and leading to projects specific to their fields of study. Students will learn to develop basic designs and to explore their personal approach to the media. Fluency in basic computer skills is strongly recommended.

JD 139 — Jewelry Design & Ideations I

2.5 credits; 5 lab hours

This course is an introduction to jewelry design concepts and ideation, using analog and computer-aided design. Basic design principles, drawing skills and mechanical drafting are covered.

Corequisite(s): JD 174, or approval of chair.

JD 141 — Introduction to Diamonds

2 credits; 1 lecture and 2 lab hours

This introductory course provides an overview to diamonds, how crystals form, the physical and optical properties of diamonds, and mining techniques throughout history from ancient times to the present day. Other topics include a review of mining locations and techniques, and the cultural, environmental, financial, and global economic impact of diamonds.

JD 142 — Gemology and Gem Identification

3 credits; 1 lecture and 5 lab hours

This course introduces students to gemology and gem identification, with an emphasis on their use in commercial production and price structure. The uses of various gem testing equipment is covered. Students gain basic knowledge of the commonly used gem materials and the ways in which they are used in jewelry.

JD 148 — The Science of Jewelry (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with with SC 148. This course gives students an understanding of the scientific properties and geologic origins of materials used in the manufacture of jewelry, current issues in ethical and sustainable sourcing of these materials, and economics of the precious metals past and present. Gen Ed: Natural Science (G3).

JD 161 — Changes, Trends & Appraisals

2 credits; 1 lecture and 2 lab hours

Students study the symbolic meaning and economic rationale for jewelry in society, and are introduced to the science of appraising jewelry. They learn stylistic differences, and the causes and factors behind them, and how styles are influenced by social and political events.

JD 171 — Materials and Properties

2 credits; 2 lecture hours

Students learn basic chemistry and physics as they pertain to materials used in jewelry. Emphasis is on how chemicals and acids used in the industry, and the chemical composition of various stones, affect production.

JD 172 — Tools, Equipment, and Processes

1 credit; 1 lecture hour

Study of the tools, equipment, and supplies used in the jewelry industry. Discusses quality, function, and care of equipment, including sources and pricing.
Co-requisite(s): JD 113, JD 114, JD 121, JD 131, and JD 133 or approval of chairperson.

JD 173 — Materials and Findings for the Jewelry Industry

1 credit; 1 lecture hour

Studies buying procedures, sources, and up-to-date technology in the jewelry industry. Discusses precious and nonprecious materials as well as sizes, nomenclature, and methods used in jewelry manufacturing.
Prerequisite(s): all first-semester Jewelry Design courses "Co-requisite(s): JD 115, JD 116, JD 122, JD 134, and JD 171 or approval of chairperson.

JD 174 — Studio Fabrications I

2.5 credits; 5 lab hours

This course introduces students to the foundation techniques of manufacturing jewelry while addressing safety issues in the studio. Processes covered include, but are not limited to, soldering with the oxygen/gas torch and the use of hand and small machine tools to create jewelry in metal and carving wax models to be cast.

JD 181 — Basic Principles of Appraising Jewelry

2 credits; 1 lecture and 2 lab hours

Establishes methods and values in the appraisal of jewelry and precious and semiprecious stones. Students acquire familiarity with the simple tests that are available and are given guidance on current market prices.

JD 200 — Experimental Techniques with Japanese Metal Alloys

2 credits; 4 lab hours

This course introduces students to experimental techniques in metalworking such as special Japanese copper alloys: Shakudo, Shibuichi and Rosushou colorings and patinations. Alloying metal and patination is explored and used as aesthetic enhancements for art jewelry.
Prerequisite(s): JD 101 or JD 174.

JD 201 — Mineral Identification and Lapidary

2 credits; 1 lecture and 2 lab hours

Using appropriate tools and instruments, students learn how to identify a variety of semiprecious materials and their specific properties. Emphasizes applications of these materials for the decorative arts.

JD 202 — Enameling for Contemporary Jewelry II

2 credits; 1 lecture and 2 lab hours

Presents additional contemporary techiques, including the use of liquid enamels, application of decals, and the use of lusters with enamel. Covers the challenging technique of plique a jour. Students design their own projects, experiment with techniques, and further augment their skills while developing an individual aesthetic.
Prerequisite(s): JD 101 or JD 174 or JD 117.

JD 213 — Nontraditional Construction Techniques in Metal

1.5 credits; 3 lab hours

Covers many non-traditional techniques, including but not limited to etching, marriage of metals, roller printing, and Keum-bo. Students explore and utilize these techniques in design and fabrication of unique pieces of metal jewelry.

JD 214 — Handmade Diamond Jewelry Techniques

1.5 credits; 3 lab hours

Students develop the start-to-finish techniques used by industry craftspeople in the creation of handmade diamond jewelry. Includes design layout, making of a copper chablon, planning the weight and use of diamonds, and the cutting of azures.

Prerequisite(s): all second-semester Jewelry Design courses "Co-requisite(s): JD 213, JD 215, JD 216, and JD 251 or approval of chairperson.

JD 215 — Alternative Materials for Jewelry Fabrication

1.5 credits; 3 lab hours

Covers the design approaches and special methods used in the manufacture of jewelry from common industrial materials, such as plastics, rubber, and stainless steel. Students design and produce prototypes for a small collection.

Prerequisite(s): all second-semester Jewelry Design courses "Co-requisite(s): JD 213, JD 214, JD 216, and JD 251 or approval of chairperson.

JD 216 — Advanced Piercing and Metal Carving

1.5 credits; 3 lab hours

Concentrates on advanced piercing and metal carving techniques to create ring designs. Students maintain diaries of sketchwork and research.

Prerequisite(s): all second-semester Jewelry Design courses "Co-requisite(s): JD 213, JD 214, JD 215, and JD 251 or approval of chairperson.

JD 217 — Handmade Platinum Jewelry

1.5 credits; 3 lab hours

Introduces various methods used in the making of handmade platinum jewelry, drawing upon skills learned in JD 214.

Prerequisite(s): all third-semester Jewelry Design courses "Co-requisite(s): JD 218, JD 219, and JD 252 or approval of chairperson.

JD 218 — Hollow Form Jewelry: Die Construction and Manufacturing Techniques

1.5 credits; 3 lab hours

An intensive study of hollow form jewelry techniques to produce an original finished product of exhibition quality. Includes technical drawing and fabrication of a scale model.

Prerequisite(s): all third-semester Jewelry Design courses "Co-requisite(s): JD 217, JD 219, and JD 252 or approval of chairperson.

JD 219 — Clasps, Closings, and Findings

1.5 credits; 3 lab hours

Based on the principles of mechanical devices, students learn about and produce clasps, closings, and earbacks.

JD 231 — Objects Design and Rendering

1.5 credits; 3 lab hours

Rendering of objects and accessories from shoes and belt buckles to hair ornaments and handbags. Studies colored glass, enamel, and rhinestones used in these accessories.

Prerequisite(s): all second-semester Jewelry Design courses

Co-requisite(s): JD 233 and JD 263 or approval of chairperson.

JD 233 — Jewelry Design III

1.5 credits; 3 lab hours

Students are required to present an entire collection of jewelry around a particular viable theme such as certain stones, metals, or a specific market.
Prerequisite(s): all second-semester Jewelry Design courses
Co-requisite(s): JD 231 and JD 263 or approval of chairperson.

JD 235 — Fine Jewelry Portfolio

1.5 credits; 3 lab hours

Students develop a portfolio of fine jewelry renderings, from a variety of precious and semiprecious materials, that reflect their level of accomplishment and an understanding of industry requirements.
Prerequisite(s): all third-semester Jewelry Design courses
Co-requisite(s): JD 236 or approval of chairperson.

JD 236 — Fashion Jewelry Portfolios

1.5 credits; 3 lab hours

Students prepare a portfolio of costume jewelry renderings, creating seasonal lines that reflect their level of accomplishment and an understanding of industry requirements.
Prerequisite(s): all third-semester Jewelry Design courses
Co-requisite(s): JD 235 or approval of chairperson.

JD 237 — 3D Digital Object Design

2 credits; 1 lecture and 2 lab hours

Focuses on advanced 3D CAD modeling as used in the jewelry industry. Students build skills through modeling organic forms, and learn to combine modeling strategy with problem solving. The course portfolio consists of sophisticated jewelry models ready for digital output.

JD 238 — Jewelry Design & Ideations II

2.5 credits; 5 lab hours

This course explores the design and development of sophisticated jewelry pieces. Professional drafting and rendering techniques are practiced using traditional and digital media. Students use their Gemology knowledge to lend veracity to their use and depiction of gem materials. Objects de vertu are explored as a design challenge found in luxury niche markets.
Prerequisite(s): JD 174, or approval of department chair.

JD 239 — Design Capstone/Portfolio

2.5 credits; 5 lab hours

Students create three collections, designed with a common, related theme, in Fine Jewelry, Fashion Jewelry, and Alternative Materials Jewelry. They create two presentations; a portfolio to display the collections of paper, and a display showing actual samples produced during the class.
Prerequisite(s): JD 237 and JD 271
Corequisite(s): JD 274 and JD 267.

JD 240 — Jewelry Design Development

3 credits; 6 lab hours

This course explores the design development process and provides students opportunities to build professional-level design presentation skills. Students also acquire advanced CAD modeling skills, and learn to model to specification. Completed class projects develop into graduating design portfolios as well as provide supporting content for other coursework.
Prerequisite(s): JD 139 and JD 238.

JD 241 — Introduction to Gemology

2 credits; 1 lecture and 2 lab hours

Study of the major gem species and their characteristics, with emphasis on their use in commercial production and price structure. Students acquire a thorough knowledge of all precious and semiprecious stones and the ways in which they are used in jewelry.

JD 243 — Gemology II

2 credits; 1 lecture and 2 lab hours

A gem identification course with students learning the use of various laboratory equipment such as the gemological microscope, dichroscope, polariscope, specific gravity balance, refractometer, ultraviolet light, spectroscope, and other instruments used in gem identification.
Prerequisite(s): JD 241.

JD 244 — Gemology III

3 credits; 2 lecture and 2 lab hours

In-depth study of gem materials and their synthetic counterparts. Topics include functionality of gem equipment, application to gem testing, and the development of gem material from its atomic natural structure to polished gem state.
Prerequisite(s): JD 243 and JD 281, or approval of chairperson.

JD 251 — Principles of Silversmithing

1.5 credits; 3 lab hours

Basic study of silversmithing, including advanced use of repousse, chasing, and forming. Small simple projects in either silver, bronze, or copper are created to study these basic procedures.

JD 252 — Silversmithing Project Studio

1.5 credits; 3 lab hours

Creation of a handmade, hand-formed silver piece with emphasis on developing student's creative ability. Project should be a major work of exhibition quality.
Prerequisite(s): JD 251.

JD 261 — Changes and Trends in Jewelry Design

2 credits; 2 lecture hours

Study of the symbolic meaning as well as the economic rationale for jewelry in modern society. Students are made aware of stylistic differences, the reasons for them, and how styles are influenced by social and political events.

JD 262 — Estimating Costs

1 credit; 1 lecture hour

Using current industry pricing standards, students estimate the cost of their own designs made of precious, semiprecious, or nonprecious materials and stones.
Prerequisite(s): all second-semester Jewelry Design courses "Co-requisite(s): all third-semester Jewelry Design courses specific to option, or approval of chairperson.

JD 263 — Costume Jewelry Production and Marketing

3 credits; 3 lecture hours

Explains jewelry fashion theory, principles, and cycles and their relationship to jewelry line development while studying trends in ready-to-wear, European, and American designer collections.
Prerequisite(s): all second-semester Jewelry Design courses
Co-requisite(s): JD 231 and JD 233.

JD 267 — Jewelry Seminar/Best Business Practices

2.5 credits; 1 lecture and 3 lab hours

Using current industry price standards, students estimate the cost of their own designs made of precious, semi-precious, or non-precious materials and stones.
Prerequisite(s): JD 237, JD 271, and JD 273
Corequisite(s): JD 239 and JD 274.

JD 271 — Alternative/Sustainable Materials

2.5 credits; 5 lab hours

This course explores alternative materials for jewelry and small object design. Various natural and synthetic materials are covered such as, but not limited to, plastics and resin, woode, cement, glass, aluminum, and steel. Sustainable sourcing and working methods are stressed and emphasis is placed on professional working techniques and manufacturing practices.
Prerequisite(s): JD 272, or approval of chair
Corequisite(s): JD 237, or approval of chair.

JD 272 — Studio Fabrication II

2.5 credits; 5 lab hours

Students learn to manipulate metal, using techniques ancient and modern, to create precision models for serial production, coupled with an in-depth study of hollow form construction and finishing. Ephasis is placed on professional working techniques and manufacturing practices.

JD 273 — Studio Fabrication III

2.5 credits; 5 lab hours

This course extends the concept of designing and fabricating jewelry for production. Stone setting and the engineering of static and articulated systems for fine jewelry is covered. Alloying metal and patination are explored and used as invaluable aesthetic enhancements for fine jewelry.
Prerequisite(s): JD 272
Corequisite(s): JD 237.

JD 274 — Fabrication Capstone/Portfolio

2.5 credits; 5 lab hours

This capstone course explores components and processes necessary for finishing jewelry, from mechanical systems to finishing techniques, culminating in the fabrication of a suite of jewelry demonstrating skills and concepts studied in the program. Production of the suite is integral to concurrent fourth semester design and project management courses.
Prerequisite(s): JD 273 and JD 271, or approval of chair
Corequisite(s): JD 239 and JD 267.

JD 281 — Diamond Grading

2 credits; 1 lecture and 2 lab hours

Explores techniques for grading diamonds by color, clarity, and cut. Includes basic knowledge required for diamond selection and establishment of base for pricing. Discusses history and technical terms pertaining to diamond grading.
Prerequisite(s): JD 141.

JD 299 — Independent Study in Jewelry Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

LD: Accessories Design

LD 101 — Accessories Design

2 credits; 1 lecture and 2 lab hours

For students not majoring in Accessories Design. Introduction to major areas of accessories design. Various types of shoes, handbags, and belts are analyzed in terms of materials, construction, and presentation. Students acquire hands-on techniques in all three phases.

LD 103 — Jewelry and Accessories Fabrication (Interdisciplinary)

2 credits; 1 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with JD 103. This interdisciplinary course challenges students to combine jewelry and accessories aesthetics, materials and problem solving methodology to create a unique three-piece collection that may include but not limited to sandals, hats, handbags and belts.

LD 111 — Leather and Materials Technology

2.5 credits; 2 lecture and 1 lab hours

Processes in the development of leathers, reptiles, plastics, and other textiles are analyzed. Emphasis is on the function and utilization of each for handbags, footwear, and related accessories.

LD 112 — Decorative Leather Techniques

2.5 credits; 1 lecture and 3 lab hours

Studying such ornamentation techniques as trapunto, inlay, welting, pleating, and weaving, students learn how to apply them to leather apparel and accessories design. Basic patternmaking skills used in the construction of handbags, belts, and portfolios are taught.

LD 113 — Manipulating Leather: Volume and Texture

2 credits; 1 lecture and 2 lab hours

This course focuses on various decorative techniques to enhance the volume and texture of leather accessories. Students apply increasingly advanced techniques from decorative hand-stitching and embroidery to braiding and painting. Hand-quilting, gathering, ruffles, and patchwork techniques are also covered.

LD 121 — Accessories Design and the Human Anatomy

2 credits; 2 lecture hours

Students study the components of the foot, spine, and hand to understand the relationship between anatomical structure and the design of footwear, handbags, and gloves. Students learn to create functional and fashionable accessories that are anatomically and ergonomically correct.

LD 133 — Footwear Design I

3 credits; 1 lecture and 4 lab hours

The basic concepts of footwear design are introduced and the history and types of footwear are discussed. Students develop skills for working with a last and learn patternmaking, sewing, construction, and finishing techniques for closed shoes.
Co-requisite(s): LD 121.

LD 134 — Footwear Design II

3 credits; 1 lecture and 4 lab hours

Students analyze last styles, leathers, and components in terms of functionality and design. They continue to develop patternmaking skills by designing and making mules and oxfords.
Prerequisite(s): LD 133.

LD 136 — Athletic Footwear: The Shoe That Changed Fashion

2 credits; 2 lecture hours

Sneakers have become not only a sport shoe but also a fashion statement. This course focuses on the history of athletic footwear through an understanding of the design and style philosophy of the industry's leading companies.

LD 143 — Handbag Design I

3 credits; 1 lecture and 4 lab hours

The skills to design and produce handbags are taught. Students become familiar with patternmaking techniques, machinery and equipment, and the various styles in handbag design. They learn how to translate original concepts into finished products.

LD 144 — Handbag Design II

3 credits; 1 lecture and 4 lab hours

Patternmaking and sample making techniques are developed further as students design and construct frame and box bags.

Prerequisite(s): LD 143.

LD 165 — Sketching Accessories

2.5 credits; 1 lecture and 3 lab hours

For one-year Accessories Design students. This accelerated course introduces the various areas of accessory design, including handbags, gloves, shoes, hats, and belts. Students learn to draw and render current materials and textures applicable to today's market.

LD 181 — Ergonomics for Athletic Footwear

2 credits; 2 lecture hours

This in-depth study of the ergonomic requirements of footwear for myriad athletic activities focuses on integrating the anatomy and function of the human form with sport-specific design considerations. Injuries, sport surfaces and the evolution of athletic footwear within the several elemental genres are also discussed along with latest trends in materials and manufacturing.

LD 182 — Performance Materials for Athletic Footwear

2 credits; 2 lecture hours

Students learn about the different types of performance materials used in all aspects of athletic footwear construction.

LD 184 — Athletic Footwear Sketching

2.5 credits; 1 lecture and 3 lab hours

Students learn to hand sketch the components of performance athletic footwear and integrate sketch development, function, and technology into the footwear design.

LD 185 — Athletic Footwear Drafting

2.5 credits; 1 lecture and 3 lab hours

Students draft the components of an athletic shoe using both freehand and CAD. A history of the athletic footwear industry and the integration of technology in athletic footwear are introduced. Students make a model of an outsole design.

Prerequisite(s): LD 184.

LD 227 — Introduction to Line Building

2 credits; 4 lab hours

Using a specific theme or season, students learn the principles and techniques of line building by designing and producing a collection of accessories. Emphasis is on workmanship, fabrication, and execution of designs.

Corequisite(s): LD 134 and LD 144.

LD 228 — Accessories CAD

2 credits; 1 lecture and 2 lab hours

This course introduces students to Adobe Illustrator, which is used as a CAD tool for designing accessories. Auxiliary software includes Adobe Photoshop.

LD 231 — Boot Design

2.5 credits; 1 lecture and 3 lab hours

Students design and construct three different boot types: cowboy, Chelsea, and thigh-high. Boot detailing, advanced patternmaking, grading, and lasting techniques are taught.

Prerequisite(s): LD 134.

LD 242 — Advanced Handbag Construction

2.5 credits; 1 lecture and 3 lab hours

Using such techniques as the pillow gusset/bottom and strip construction, students explore new handbag designs. Advanced patternmaking skills are taught. Emphasis is on detailing.
Prerequisite(s): LD 144.

LD 243 — Belt Design

2.5 credits; 1 lecture and 3 lab hours

The exploration of the design of the belt as a fashion and functional accessory is presented. Students acquire the skills needed to make several different kinds of belts.
Prerequisite(s): LD 111 and LD 121.

LD 252 — Small Leathergoods for Men

2.5 credits; 1 lecture and 3 lab hours

Learning how to design and construct a variety of small leather goods, students focus on the patternmaking and sample-making techniques required to produce a billfold, agenda, and travel kit for men.
Prerequisite(s): LD 143.

LD 261 — Sketching Accessories

2.5 credits; 1 lecture and 3 lab hours

Students are introduced to the concept of three-dimensional sketching and how it relates to accessories design. Concentrating on design detail, they learn to sketch the basic shapes in footwear, handbags, personal leather goods, and belts.

LD 262 — Technical Drawing for Accessories

2 credits; 4 lab hours

Students learn black line graph techniques and develop specification sheets suitable for industry. Students sketch original and existing accessories designs, draw major core silhouettes of shoe lasts, and develop templates.

LD 263 — Rendering for Accessories

2.5 credits; 1 lecture and 3 lab hours

Students learn to design accessories such as handbags, shoes, belts, hats, and gloves. They draw and render materials and textures appropriate for today's accessories market. Students become familiar with current trends and utilize research for sources of inspiration.
Prerequisite(s): LD 262.

LD 293 — Developing a Successful Portfolio

3 credits; 2 lecture and 2 lab hours

Working with industry design critics, students learn the fundamentals of assembling a professional portfolio for employment in the accessories industry. Using Adobe Photoshop and Adobe Illustrator, they explore marker rendering, theme pages, and print work. Areas of specialization are showcased.
Prerequisite(s): LD 111, LD 121, and LD 165.

LD 299 — Independent Study in Accessories Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

LD 331 — Athletic Footwear Design

3 credits; 2 lecture and 2 lab hours

Students learn the aspects of athletic footwear in order to design and construct original products. Emphasis is on the variety of categories including running, basketball, and tennis.
Prerequisite(s): LD 134.

LD 332 — Theatrical and Character Footwear
3 credits; 2 lecture and 2 lab hours
Students design period shoes for the theater by learning about the history of footwear, design, and construction.
Prerequisite(s): LD 134.

LD 333 — Nontraditional Footwear Design
2.5 credits; 1 lecture and 3 lab hours
Students design and execute experimental and nontraditional footwear based upon their prior patternmaking and construction knowledge. Discussion of innovative design ideas is emphasized, as well as the use of unconventional materials and methods to create new concepts in footwear design.
Prerequisite(s): LD 134.

LD 341 — Unconventional Handbag Techniques
2.5 credits; 1 lecture and 3 lab hours
Innovative, nontraditional handbags are designed and constructed using a variety of classic patternmaking styles. Emphasis is on use of unconventional materials and methods to create new concepts in handbag design.
Prerequisite(s): LD 144.

LD 342 — Zippered Handbags Design
2.5 credits; 1 lecture and 3 lab hours
Students expand their handbag patternmaking and construction skills by incorporating hardware such as zippers into more contemporary and functional designs. Emphasis is on new sewing and assembly techniques.
Prerequisite(s): LD 143.

LD 371 — Accessories that have Changed Fashion
2.5 credits; 2 lecture and 1 lab hours
In every decade there has been at least one accessory, albeit a shoe, belt, handbag or hat that has changed the way we look at fashion. Students explore designs that have made an impact on fashion as they survey various accessories from the 1800's to the present and beyond.

LD 451 — Sports-Specific Bags and Carrying Gear
2.5 credits; 1 lecture and 3 lab hours
The types of bags and carrying gear necessary for specific sports activities and technological gear are studied. Students learn how to develop the appropriate patterns and product while focusing on materials, proper fit, and protection of equipment.
Prerequisite(s): LD 144.

LD 471 — The Accessories Industry
2.5 credits; 2 lecture and 1 lab hours
This course provides a general overview of the industry: the history of accessories; import, export, and domestic manufacturing; developing a collection for a specific target market; and writing a business plan.

LD 491 — Accessories Design Senior Project
3 credits; 6 lab hours
This capstone course provides students with the opportunity to select a design project in a specific accessories category. Mastery of research techniques, design construction, and oral presentation is considered.
Prerequisite(s): LD 471 and LD 492.

LD 492 — Portfolio Development

3 credits; 6 lab hours

Using elements of their senior projects, students develop portfolios by working with black line sketches and Adobe Illustrator and Adobe Photoshop. Spec sheets, concept pages, and mood boards are included for professional presentation.

Co-requisite(s): LD 471.

LD 499 — INDEP STUDY ACCESSORIES DESIGN

1-3 credit

MA: Mathematics

Mathematics Proficiency

Mathematics Proficiency is a requirement for the AAS degree and is a prerequisite for all mathematics and science classes. Based on placement, a student who shows need for improvement in mathematics may be required to enroll in MA 080 or MA 081 before registering for classes that have Mathematics Proficiency as prerequisite. Mathematics Proficiency may be demonstrated by a qualifying score on the mathematics portion of the SAT or ACT or by placement exam for students that do not have SAT or ACT scores. The Mathematics Proficiency may also be satisfied by transfer of an appropriate credit-bearing mathematics course or by a passing grade in an equivalent developmental mathematics course offered at another accredited college or university.

MA 001 — Developmental Mathematics I

4 credits; 4 lecture hours

Concentrates on fundamental arithmetic skills and applications. Topics include operations on real numbers, exponentiation and order of operations, ratio and proportion, systems of measurement, fractions, decimals, and percents. Fundamentals of algebra and geometry are introduced.

Prequisite(s): SAT math score 440 and below, or ACT math score 18 and below, or appropriate score on arithmetic placement test.

MA 002 — Developmental Mathematics II

2 credits; 2 lecture hours

An accelerated arithmetic course emphasizing applications, and including such topics as percents, operations on fractions, ratios and proportions, and conversion between the metric and English measurement systems. Fundamentals of algebra and geometry are introduced. Prequisite(s): SAT math score 450 - 490, or ACT math score 19 - 20, or appropriate score on arithmetic placement test.

MA 003 — Algebra Review

2 credits; 2 lecture hours

For those students who need improvement in algebra. Reviews basic algebra topics such as signed numbers, solving linear and simultaneous equations, factoring, exponents, and graphing linear equations, with emphasis on verbal problems. Prequisite(s): SAT math score 550 an below, or ACT math score 23 and below, or appropriate score on algebra placement test.

MA 005 — Developmental Math for Fashion Merchandising Management

4 credits; 4 lecture hours

A developmental math course specifically designed for FBM students. In addition to the fundamentals of arithmetic, emphasis is placed on the skills needed for the quantitative study of merchandising in the FBM curriculum.

Prerequisite(s): SAT math score 510 or below, or ACT math score 21 or below, or appropriate score on Fashion Business Management math placement test.

MA 009 — Developmental Mathematics for Fashion Design

3 credits; 3 lecture hours

A developmental math course specifically designed for Fashion Design AAS students. The fundamentals of arithmetic and geometry are taught in the context of the design, production, and costing skills covered in the Fashion Design curriculum.

Prerequisite(s): SAT math score 510 and below, or ACT math score 21 and below, or appropriate score on arithmetic placement test.

MA 041 — Geometry and Probability Skills

1 credit; 1 lecture hour

For Toy Design students. This course helps students develop the fundamental computational skills required for MA 241.

Corequisite(s): MA 241.

MA 080 — Basic Mathematics

4 credits; 4 lecture hours

Either in a lecture or computer-based format, this basic mathematics course emphasizes applications. The course reviews such topics as fractions, percents, decimals, ratios, proportions, rounding, estimating, measurement systems, linear equations and inequalities, and systems of linear equations. This course satisfies the Mathematics Proficiency requirement. It is an alternate to MA 081 Mathematical Literacy.

Prerequisite(s): SAT scores of 530 or above will not require this course. ACT scores of 23 and above will not require this course.

MA 081 — Mathematical Literacy

4 credits; 4 lecture hours

In this group-work based course, students integrate fluency with numbers, proportional reasoning, data interpretation, algebraic reasoning and communicating quantitative information through group problem solving and class discussions. Problems are drawn from the areas of citizenship, personal finance, and medical literacy. Students will use a scientific calculator. This course satisfies the Mathematics Proficiency requirement. It is an alternate to MA 080 Basic Mathematics.

Prerequisite(s): SAT scores of 530 or above will not require this course. ACT scores of 23 and above will not require this course.

MA 142 — Geometry and the Art of Design (formerly MA 242)

3 credits; 3 lecture hours

A contemporary primer of geometric topics that expand the concepts of shape and space, this course presents some of the established and emerging ways geometry can provide tools and insights for artists and designers. Included are a variety of visual phenomena such as fractals, knots, mazes, symmetry, and the golden ratio. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of mathematics section).

MA 153 — Programming and Mobile Apps

3 credits; 3 lecture hours

This course is an introduction to programming for mobile apps. Through visual programming tools, students learn to build mobile apps and control all aspects of the application. Computer science concepts are introduced to provide a complete understanding of the programming process. No previous programming experience is required.

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

MA 161 — Mathematical Ideas

3 credits; 3 lecture hours

Provides an overview of the historic, heuristic, and visual dimensions of mathematics. Includes the golden ratio, fractal geometry, sets and groups, logic and circuits, Euler diagrams, number theory, and discrete math. (G2: Mathematics)

Prerequisite(s): mathematics proficiency (see beginning of Mathematics section).

MA 213 — Quantitative Methods

3 credits; 3 lecture hours

Explores the mathematical model-building process in the settings provided by linear programming and probability. Includes simplex methods for solving linear programs; duality; matrix algebra; probability models based on equally likely outcomes, independent events, and conditional probability; applications, particularly to business and economics; and elementary math of finance. (G2: Mathematics)

Prerequisite(s): mathematics proficiency (see beginning of Mathematics section).

MA 222 — Statistical Analysis

3 credits; 2 lecture and 2 lab hours

Studies the principles and methods of statistical analysis including probability distributions, sampling distributions, error of estimate, significance tests, correlation and regression, chi-square, and ANOVA. Introduces the use of the computer to store, manipulate, and analyze data. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

MA 231 — Precalculus

3 credits; 3 lecture hours

This traditional precalculus course introduces students to math concepts for a wide variety of applications. Topics include polynomial, rational, exponential, and logarithmic functions; sequences and series; analytic geometry; and trigonometry. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

MA 241 — Topics in Probability and Geometry

3 credits; 3 lecture hours

For Toy Design students. The understanding of geometry and probability in everyday natural and social environments and their use as tools for analysis and creativity in toy design. Shapes and figures are examined through geometrical study. Problems in probability are translated from mathematical concepts to real situations. (G2: Mathematics)

Co-requisite(s): MA 041.

MA 272 — Islamic Art and Mathematics (Interdisciplinary)

3 credits; 3 lecture hours

This is an interdisciplinary course cross-listed with HA 272. Students are introduced to the art and architecture of the Islamic world from the 7th century CE to the present. They are given a glimpse into the intertwined nature of mathematical, structural and decorative languages used by artisans and designers in this period. (G7: Humanities; G9: Other World Civilizations).

MA 299 — Independent Study in Mathematics

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

MA 300 — The Mathematics of Financial Life Management

3 credits; 2 lecture and 2 lab hours

Uses advanced mathematical and statistical techniques to analyze select topics in personal finance. Includes exploration into annuity analysis, regression methods, and time series analysis. Application areas involve managing credit cards, paying back student loans, and choosing a stock. Uses computers to analyze and interpret financially based data. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

MA 311 — Mathematical Modeling for Business Applications

3 credits; 2 lecture and 2 lab hours

To instill the value of mathematics as a tool for modeling real-life situations, this course focuses on an analytical approach to business decision-making. Topics covered include finance, cash flow, probability, linear programming, and the business applications of basic equations. Microsoft Excel is used. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

MA 321 — Data Analysis for Business Applications

3 credits; 3 lecture hours

This course covers intermediate statistics topics with applications to business. Students graph, manipulate, and interpret data using statistical methods and Excel. Topics include data transformations, single and multiple regression, time series, analysis of variance, and chi-square tests. Applications are from the areas of retail, finance, management, and marketing. (G2: Mathematics)

Prerequisite(s): MA 222 and mathematic proficiency (see beginning of Mathematics section).

MA 322 — Statistics, Machine Learning, and Data Mining

3 credits; 3 lecture hours

This is an introduction to statistical techniques for machine learning and data mining. It emphasizes mathematical methods and computer applications related to automated learning for prediction, classification, knowledge discovery and forecasting in modern data science. Special emphasis will be given to the collection, mining, and analysis of massive data sets. (G2: Mathematics)Prerequisite(s): MA 222 and mathematic proficiency (see beginning of Mathematics section).

MA 329 — Predictive Analytics for Planning and Forecasting (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with FM 329. This course provides students interested in predictive analytics with an understanding of statistical applications to retail merchandising with a focus on case studies from the company Planalytics. Students apply time series analysis to case studies to understand how analytics techniques lead to stronger sales, fewer markdowns and improved gross margins.

Prerequisite(s): MA 222.

MA 331 — Calculus

3 credits; 3 lecture hours

Develops basic principles of differential calculus and introduces integral calculus. Functions, graphing, and maxima-minima problems are studied in the context of business and other applications. (G2: Mathematics)

Prerequisite(s): MA 231 and mathematic proficiency (see beginning of Mathematics section).

MA 332 — Calculus II

3 credits; 3 lecture hours

This course continues the development of the differential and integral calculus topics covered in Calculus I. Students interpret the integral both as an antiderivative and as a sum of products. Students employ the standard techniques of integration to solve problems involving business applications. Topics to be covered include L'Hopital's rule, integration by parts, power series, and the integration of standard mathematical functions.

Prerequisite(s): MA 331.

MA 361 — Number Theory

3 credits; 3 lecture hours

Students are introduced to modular arithmetic and basic cryptography algorithms through a systematic treatment of topics such as divisibility, remainders, fractions and functions, mod b, and Fermat's little theorem. The course culminates in applications of the RSA encryption algorithm. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section).

MA 391 — Mathematics of the Ancient World in Its Cultural and Historic Context (Honors)

3 credits; 3 lecture hours

This interdisciplinary survey of mathematics from prehistory to Archimedes covers topics from the basic (different ways of conceiving numbers) to the complex (a proof of the Pythagorean theorem). The cultural and historical context of the mathematical achievements of ancient Egypt, Mesopotamia, and Greece are emphasized in a way that shows these achievements as a natural and integral part of the civilizations that created them. Comparisons to modern methods in mathematics are stressed. (G2: Mathematics)

Prerequisite(s): Qualification for Presidential Scholars or a min 3.5 GPA with approval of dean for Liberal Arts and mathematic proficiency.

MA 392 — The Mathematics of Personal Finance (Honors)

3 credits; 2 lecture and 2 lab hours

Students interpret and draw inferences from mathematical models that underlie essential notions of financial planning. Students represent mathematical information symbolically, verbally, and in writing within a financial context, exploring interest types, retirement, taxation, credit cards, mortgages, and investing. (G2: Mathematics)

Prerequisite(s): mathematic proficiency (see beginning of Mathematics section) and qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

MA 499 — Independent Study in Mathematics

3 credits; 3 lecture hours

Students work individually with math instructor to explore salient area of research within the mathematics discipline (computer programming, personal finance, statistics, geometry, etc.). Must have a minimum of 3.5 GPA and approval of instructor, chairperson, or dean for Liberal Arts.

MC: Modern Languages & Cultures

MC 200 — Mediterranean Crossings: Migration, Integration, and Social Unrest

3 credits; 3 lecture hours

This course looks at how migratory experiences through the Mediterranean have been depicted by migrant writers and filmmakers. Students examine selected films and literary texts and analyze them within the context of migratory phenomena. Texts discussed also include short stories, films and documentaries, photography, literary criticism, and popular songs (G5: Western Civilization; G7: Humanities).

MC 201 — Mafia Movies: Crime and Corruption in Italian Popular Culture

3 credits; 2 lecture and 2 lab hours

Examines Italian film and television representations of the Mafia. Students view selected films and analyze them within the context of the historical and social development of organized crime in Italy. Texts discussed also include novels, historical studies, film criticism, photography, documentaries, and popular songs. (G7: Humanities; G6: The Arts).

MC 202 — Rome: The Making and Unmaking of the Eternal City

3 credits; 3 lecture hours

Rome is caught between two seemingly incompatible realities: the vitality of a modern capital in constant expansion and the inertia of an ancient city that houses countless treasures of artistic, archeological, religious and historical significance.Course explores a variety of texts (ancient and modern) and films which have shaped the image of Rome over several millennia. (G7: Humanities; G5: Western Civilization).

MC 204 — Images of the Mind: Introduction to Chinese Calligraphic Art (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with FA 204 introducing students to Chinese calligraphy. Through guided training students gain knowledge of key concepts, methods and techniques of calligraphy and brush pen writing. Students receive a thorough background in the history of the art form and its significance in Chinese culture, literature and language. (G6: The Arts, G9: Other World Civilization).

MC 205 — Mexican Cinema: Between The National and The Global

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 206. Students analyze films produced in Mexico from the 1930's to the present; from the nationalistic underpinnings of earlier productions to contemporary transnational ventures intended to for globalized market. This course considers how Mexico's history and socioeconomic features inform the aesthetics of Mexican cinema. (G7: Humanities).

MC 207 — Devouring the Screen: Food in Film

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 207. An exploration of world cinema through the theme of gastronomy. Students learn how food is depicted across various cinematic genres and cultural contexts. Analysis focuses on the development of the "food film" and how cinematic and televisual representations of food communicate issues of gender, economics, politics, sexuality, and ethnic identity. (G7: Humanities)

Prerequisite(s): FI 111 or permission of instructor.

MC 241 — Italian American Cultural Studies

3 credits; 3 lecture hours

A critical examination of Italian American cultural expressed in literature and the arts from the late 19th century to the present. Students analyze a wide variety of related texts including novels, short stories, plays, and poetry, as well as film, music, and the visual arts. Taught in English. (G7: Humanities; G10: American History).

MC 251 — Italian Cinema

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 243. Students survey the defining elements of Italian cinema from inception to contemporary Italian cinematic practices. Screenings include Neorealist masterpieces, cinema d'autore, commedia all'italiana, spaghetti Westerns, and contemporary Italian films. This course is taught in English. (G7: Humanities; G6: Arts).

MC 252 — Latin American Fiction: 1960-Present

3 credits; 3 lecture hours

An examination of selected Latin American fiction (in English translation) from the 1960s to the present. Focuses on literary themes, author's writing techniques, and situates the texts' sociopolitical and historical context of Latin America. (G7: Humanities; G9: Other World Civilizations)

Prerequisite(s): EN 121.

MC 261 — Latin American Cinema and Resistance

3 credits; 2 lecture and 2 lab hours

Course is cross-listed with FI 225. An introduction to Latin American cinema; it considers the pivotal role of diverse forms of resistance, focuses on issues crucial to understanding the continent's cinematic creation, including cultural identity, race, ethnicity and gender. Students develop a critical understanding of the evolution of Latin American film practices since the 1960s to current trends. This course is taught in English. (G7: Humanities; G9: Other World Civilizations).

MC 262 — Revolution as Spectacle: Mexico

3 credits; 3 lecture hours

An exploration of the cultural context of Mexican Revolution, between 1910 and 1940. Cultural production is examined using interconnected perspectives from critical sources and written and visual archival material. Study of the impact of Mexican literary and artistic revolutionary movements in Latin America and the United States during this period.This course is taught in English. (G7: Humanities; G9 Other World Civilizations).

MC 263 — Contemporary Spain through its Cinema

3 credits; 2 lecture and 2 lab hours

Students analyze film and examine different narratives of cultural identity in contemporary Spain, particularly from the period of political transition from dictatorship to democracy: 1975 to the present. This course is taught in English.

MC 300 — The Poetics of Sound in Hispanic Caribbean Literature

3 credits; 3 lecture hours

This course is designed to explore the interconnectedness of literature with the music of the Hispanic Caribbean (Dominican Republic, Cuba, and Puerto Rico). While our main focus will be the study of seminal literary texts, we will also look at selections from films/ animations and other forms of visual arts to gain additional opportunities to appreciate an artistic, cultural, social, and political profile of the Hispanic Caribbean. This course will be taught in English.

MC 301 — Imaginary Encounters: Representations of the Caribbean (Honors)

3 credits; 3 lecture hours

In this course, students examine diverse representations of the Caribbean region, from the time of Columbus' arrival to the present, in scientific, legal and literary texts, as well as through the lens of cartography, the visual arts and film. Class discussion will address issues pertinent to colonialism, imperialism, race, gender, ethnicity and cultural identity (G7: Humanities; G9 Other World Civilizations).

MC 304 — Intro to Caribbean Studies

3 credits; 3 lecture hours

Cross-listed with SS 304. Introduction to modern Caribbean States and societies with emphasis on their economies, politics and cultures. Students explore current global trends and their impact on the Caribbean region and its diaspora. (G9: Other World Civilizations).

MC 308 — White Gold: Sugar, Power and the Creation of Atlantic Capitalism (Interdisciplinary)

3 credits; 3 lecture hours

This is an interdisciplinary course cross-listed with SS 308. In this team-taught course, students study the political and economic implications of the rise of sugar to dietary prominence and the literary representations of this phenomenon. Students examine the human costs of consumer behavior. (G7: Humanities; G9: Other World Civilizations).

MC 313 — Writing Women of the Italian Renaissance

3 credits; 3 lecture hours

An examination of lives and literary endeavors of a select group of Italian, Renaissance era, women writers. Topics include how female writers were written about within the context in which they wrote, the purpose and motivation for writing, type of texts written, audience served, and the effect of social class and religion on work. This course is conducted in English. (G7: Humanities).

MC 331 — Film Genres: Melodrama

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 335. Students are introduced to the genre of melodrama and its development from the silent era through the present day. Students analyze formal and thematic elements, with a focus on political and social-cultural contexts: Screenings include classical Hollywood pictures, soap operas, telenovelas, and films from Asia, Europe, and Latin America. (G7: Humanities).

MC 345 — Food for Thought: Gastronomy in Italian Literature and Culture

3 credits; 3 lecture hours

An overview of italian literature reveals how, through food, Italians have affirmed and defended their cultural heritage. Utilizing an analysis of influential literary texts, students examine the historical evolution of Italian cuisine from the excesses of the Roman table to today's 'slow food movement' and Taught in English. (G5: Western Civilizaiotn; G7: Humanities)
Prerequisite(s): EN 121 or equivalent.

MC 351 — From Modern to Contemporary Latin American Women Writers

3 credits; 3 lecture hours

An introduction to Latin American literature written by women. Using the lense of sociopolitical realities on the Latin American continent, students critically examine work created in diverse genres. Course is taught in English. (G7: Humanities; G9: Other World Civilizations).

MG: Production Management: Fashion and Related Industries

MG 108 — Apparel and Home Textile Products Manufacturing

2 credits; 1 lecture and 2 lab hours

For Production Management and Textile Development and Marketing students. Surveys manufacturing processes for apparel and home textile products beginning with product development to acquisition of fabrics through cutting, sewing, and finishing operations.

MG 114 — Principles of Product Construction

3 credits; 2 lecture and 2 lab hours

Emphasizes the relationship between the quality and construction of a sewn product and focuses on the geometric principles of draping, drafting, and grading of industrial patterns. Students develop and interpret original patterns using both manual and computerized methods and apply the data to written specifications.
Prerequisite(s): TS 111, or TS 015/115 or TS 132.

MG 132 — Marketing for Manufacturers

3 credits; 3 lecture hours

Students are introduced to the basic concept of marketing and the components of the marketing mix in order to understand how fashion products are developed and successfully distributed. Computer-assisted marketing, including barcoding, e-commerce, and the role of the internet, is investigated as a strategic tool for globalization.

MG 153 — Excel for Business

2 credits; 1 lecture and 2 lab hours

This course provides a comprehensive presentation of Microsoft Excel. Topics include charting, data tables, financial functions, formatting, formulas, functions, what-if analysis, working with large worksheets, and other business-related topics.

MG 234 — Supply Chain Management

3 credits; 3 lecture hours

A thorough exploration of supply chain management from the manufacturer's perspective is presented. Major areas of global sourcing, vendor evaluation, quality assurance, materials resource planning, inventory control, and budget considerations are covered. Students develop a seasonal production plan as a final project.

Prerequisite(s): MG 132.

MG 242 — Principles of Accounting

3 credits; 3 lecture hours

This introductory course covers the accounting cycle leading to the creation of a business' financial statements. Topics include double-entry accounting, adjusting and closing entries, trial balances, inventories, bank reconciliation, specialized journals, accounts receivable, bad debts, and depreciation. Partnership and corporation accounting are also covered.

MG 252 — Product Data Management

3 credits; 2 lecture and 2 lab hours

This course offers a hands-on approach to learning how to generate, transmit, and manage product data in a global business environment. Students construct product document packages for use in engineering, finance, logistics, manufacturing, and quality control.

Prerequisite(s): MG 153 and MG 253.

MG 253 — Object-Oriented Database Management

2 credits; 1 lecture and 2 lab hours

Concepts of database management, including the development of object-oriented databases with Adobe Illustrator and Photoshop, are taught in this course. Integrating Microsoft Access with other programs within a microcomputer environment enables students to create data sets and reports, develop forms, and link databases.

Prerequisite(s): MG 153 or AC 161 or equivalent.

MG 299 — Independent Study in Production Management: Fashion and Related Industries

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

MG 301 — Apparel Production: Labor Analysis

2 credits; 2 lecture hours

For baccalaureate-level Fashion Design students. Study of apparel mass-production techniques. Examines the transition of apparel products from designer's samples to finished production merchandise. Explores human resource management and labor relations in an apparel firm.

MG 304 — Information Systems

2 credits; 1 lecture and 2 lab hours

This course presents an overview of management information systems (MIS) and how they impact the productivity and processes of a business organization. Case studies and problems focus on the issues of finances, human resources, organization, and technology as they relate to information systems.

Prerequisite(s): MG 153 or AC 161 or equivalent.

MG 305 — Production Processes for Merchandisers

3 credits; 2 lecture and 2 lab hours

For baccalaureate-level Fashion Business Management students. This course introduces students to the processes and procedures used in the manufacturing of sewn products. Students learn about the types of equipment used, the specifications required to produce such products, and the methods for evaluating their construction, cost, and quality. The course is primarily designed for students without any background in the assembly and manufacturing processes.

MG 306 — Information Systems: Case Analysis

2 credits; 1 lecture and 2 lab hours

Principles of management information systems (MIS) are addressed. Students use database and spreadsheet tools (Access and Excel) to problem-solve business situations and present their solutions in PowerPoint. Topics include the business functions of human resources, marketing and sales, finance and accounting, manufacturing, and technology support.
Prerequisite(s): MG 153 or AC 161 or equivalent.

MG 311 — Manufacturing I: Equipment Analysis

3 credits; 2 lecture and 2 lab hours

Students develop a familiarity with the various kinds of assembly equipment used to construct sewn products. Stitchology, specifications development, and sourcing are also covered.

MG 312 — Manufacturing II: Process Analysis

3 credits; 2 lecture and 2 lab hours

This course presents the principles of workplace engineering in order to identify labor- and cost-saving methods. Students conduct time and motion studies, consider standardization procedures, and analyze garment assembly methods as factors in realizing efficiencies on the manufacturing floor.
Prerequisite(s): MG 114 and MG 311.

MG 313 — Cutting Room Processes

3 credits; 2 lecture and 2 lab hours

The processes involved in the pre-production operations of sewn products--cut order planning, fabric utilization, marker making, fabric spreading, cutting, and costing--are studied. The fundamentals of laying out a cutting room and selecting equipment for specific applications are included. Students prepare markers by hand and computer.
Prerequisite(s): MG 114.

MG 314 — Manufacturing Process Analysis

2 credits; 1 lecture and 2 lab hours

This course familiarizes students with the variety of equipment used to construct sewn products. Through hands-on use, students learn to select appropriate machinery and stitching types for various fabrications, garment categories, and end uses.

MG 401 — Manufacturing Management

2 credits; 2 lecture hours

For baccalaureate-level Fashion Design students. Examines business ownership and management, fashion manufacturer marketing philosophies, costing, and quality control. The financial aspects of a business are evaluated.

MG 403 — Apparel Manufacturing Processes

3 credits; 3 lecture hours

For students not majoring in Production Management: Fashion and Related Industries. Examines the organization of a manufacturing firm: analysis of production techniques, cost development, and quality management; exploration of the relationship between product specifications and manufacturers' selling prices; and the study of customers' product requirements and the manufacturers' strategies for meeting them.

MG 411 — Manufacturing Facilities Management

3 credits; 2 lecture and 2 lab hours

Students examine the criteria for designing and arranging the elements of a manufacturing facility with emphasis on modifying existing space, handling complementary products, and understanding workflow and the effect on quality and cost. They design and develop a detailed manufacturing facility layout.
Prerequisite(s): MG 312 and MG 313.

MG 432 — Strategy, Policy, and Decision Making

3 credits; 3 lecture hours

This capstone course presents students with the opportunity to synthesize knowledge gained in previous semesters and prepare a complete business plan for a manufacturing company. They develop human resource policies, organization charts, and manufacturing, financial, marketing, and merchandising plans.

Prerequisite(s): MG 411 and MG 442.

MG 442 — Product Costing

3 credits; 3 lecture hours

Cost-accounting and industrial engineering concepts are applied to estimating, accumulating, and assigning costs to products that are mass-produced by apparel and apparel-related companies. Students learn cost-estimating techniques, practical methods to capture actual costs, and how to do variance analysis of actual and cost-estimated standards.

Prerequisite(s): MG 242, MG 312, and MG 313.

MG 499 — Independent Study in Production Management: Fashion and Related Industries

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

MK: Marketing: Fashion and Related Industries

MK 301 — Marketing for the Toy Industry

3 credits; 3 lecture hours

For Toy Design students. Application of basic marketing principles to the toy industry. Product development, market research, consumer behavior, product and pricing strategies, distribution, and international marketing are stressed.

ML: Millinery

ML 113 — Blocking Techniques for Hats

2.5 credits; 1 lecture and 3 lab hours

Students acquire basic stitching, patternmaking, and blocking skills while completing a beret, baseball cap, draped felt hat, and a one-piece blocked felt hat.

ML 115 — Fabric Hat Construction

2.5 credits; 1 lecture and 3 lab hours

Students learn to develop patterns and construct soft fabric hats and caps. Grain lines, fabric qualities, and support materials are covered, as is the impact of the materials on the hat's shape and body.

Prerequisite(s): ML 113.

ML 116 — Cold Weather Headgear

2.5 credits; 1 lecture and 3 lab hours

Students continue to master patternmaking and blocking skills while completing a helmet, hunting cap, and cuff hat with a knit crown and a blocked fur crown. Students gain an understanding of how to manipulate specialized materials.

Prerequisite(s): ML 115.

ML 123 — Contemporary Men's Hats

2.5 credits; 1 lecture and 3 lab hours

From blocked hats to baseball caps, students learn flat patternmaking, sewing, and blocking techniques in order to design and produce men's hats.

Prerequisite(s): ML 115.

ML 241 — Bridal and Special Occasion Headwear

2.5 credits; 1 lecture and 3 lab hours

By completing a collection of hats for a wedding, students continue to master their blocking and sewing skills. How to block and create a classic turban is also taught. Students work with veiling and wire.

Prerequisite(s): ML 115.

ML 243 — Creative Design in Headwear

2.5 credits; 1 lecture and 3 lab hours

Students use the techniques acquired in their previous classes to create a challenging, unified collection of headwear that reflects their individual style.

Prerequisite(s): ML 115.

MU:Music

MU 202 — Latin American and Carribbean Music

3 credits; 3 lecture hours

A survey of Latin American music with an emphasis on the process of music composition and instrumentation that led to its creation. Students explore the creative process through in-class performances of musical excerpts and demonstrations of Latin American musical instruments. The class also focuses on the indigenous, cultivated, and vernacular traditions within Latin American music and their relation to regional histories. No previous musical background is required. (G6: Arts).

MU 203 — Survey of American Music

3 credits; 3 lecture hours

A study of the major styles, trends, and significant composers in American music. Through lecture and demonstration, students explore various types of music, including blues, current trends, folk, jazz, rock, show, and symphonic, focusing on their relation to the American experience. No musical background is necessary. (G6: Arts).

MU 391 — Masterpieces of Music in the European Classical Tradition (Honors)

3 credits; 3 lecture hours

This course is a survey of the major masterpieces of music in the European Classical tradition, with an emphasis on the compositional approaches that led to their creation. Through lectures and demonstrations, the course covers the main musical developments associated with the Medieval, Renaissance, Baroque, Classical, Romantic, and Modern periods. No previous musical background is required. (G6: Arts).

MW: Menswear

MW 103 — Menswear Jacket Tailoring

2 credits; 4 lab hours

This course introduces students to the art of menswear tailoring. Classic details associated with the fully lined tailored jacket are defined and demonstrated as students learn and master the components that comprise a finely crafted tailored suit jacket.

Prerequisite(s): MW 145.

MW 121 — Menswear Design Studio Art I

2.5 credits; 1 lecture and 3 lab hours

In this introductory course, students execute in 2-D format visual representations of a variety of original designs for basic menswear silhouettes. They are inspired through research and development of design concepts by viewing current menswear designs, market analysis, historical research, and inspirational trends.

MW 122 — Menswear Design Studio Art II

2.5 credits; 5 lab hours

Students develop menswear design and line development abilities through visual creation and presentation of tailored jackets, blazers and suits. They learn industry-specific vocabulary and evolve as creative menswear community members. Digital and CAD software applicable to the current industry is utilized for design development and presentation.
Prerequisite(s): MW 121.

MW 131 — Menswear Flat Pattern Design I

3 credits; 6 lab hours

Basic principles of drafting patterns on paper and testing them in muslin on three-dimensional forms for men's shirts and pants. Using basic construction techniques, students develop original garment designs in harmony with current trends and design-room practices. Special machine methods and the technical aspects of decorative seam finish and detail are studied.
Co-requisite(s): MW 145.

MW 134 — Menswear Flat Pattern Design II

2 credits; 1 lecture and 2 lab hours

In this course, students explore and develop creative menswear jackets based upon the four iconic jacket prototypes within the menswear market. The principles of intermediate level patternmaking is taught as key details of the tailored jacked are refined, analyzed, drafted and implemented.
Prerequisite(s): MW 131.

MW 141 — Menswear Construction

1.5 credits; 3 lab hours

Introduces students to the many processes involved in the construction of first samples. Basic standards of construction are stressed, enabling the student to make finished garments. Classic shirt and trouser problems are studied.
Co-requisite(s): MW 131 and MW 151.

MW 142 — Menswear Sewing

2 credits; 1 lecture and 2 lab hours

This course introduces students to the many processes involved in creating a first sample. Professional standards of construction are emphasized throughout the semester as students cut, lay out, and construct a classic menswear shirt.

MW 143 — Tailoring I

2 credits; 1 lecture and 2 lab hours

Students learn how to lay out, cut, and sew all of the details associated with the classically tailored trouser. Special emphasis is given to the fly, tailored pockets, and the creation of a handmade waistband curtain. Students also learn to fit the classic trouser on various figure types.
Prerequisite(s): MW 142 , or approval of the chairperson.

MW 144 — Tailoring II

2 credits; 1 lecture and 2 lab hours

This course introduces students to professional tailoring practices for the menswear suit jacket/ blazer. Details specific to the jacket and appropriate finishes for a high-end tailored garment are covered throughout the semester.
Prerequisite(s): MW 143.

MW 145 — Menswear Design Studio – Construction

2 credits; 1 lecture and 2 lab hours

In this introductory course, students learn the many processes involved in creating first samples in a menswear design studio. Professional standards of sample development and construction are emphasized as students learn to effectively select fabrics, accurately cut, and choose among techniques for making classic and creative shirt and trouser prototypes.
Corequisite(s): MW 131.

MW 151 — Menswear Design I

1.5 credits; 3 lab hours

Students design and present menswear shirts, pants, and vests. Research and existing designs inspire original designs.

Co-requisite(s): MW 131 and MW 141.

MW 152 — Menswear Design II

1.5 credits; 3 lab hours

Further develops students' design abilities through the creation and presentation of tailored jackets, blazers, and suits. The concept of line development is studied.

Prerequisite(s): MW 151

Co-requisite(s): MW 232.

MW 221 — Digital Art for Menswear

1.5 credits; 3 lab hours

This course is a comprehensive exploration of advanced menswear design, emphasizing the refinement of the student's rendering, sketching, and digital art abilities. Market segment analysis, collection development, and appropriate design are examined as they apply to the development of portfolio-quality artwork for the menswear market.

Prerequisite(s): MW 251

Co-requisite(s): MW 252.

MW 222 — Menswear Design Studio Art III

3 credits; 6 lab hours

Students further develop their menswear design and illustration skills. They learn to create a personal style and viewpoint, and create original designs while refining advanced sketching skills. Menswear product classifications in collection development are taught. Design development and presentation assignments utilize digital/fashion CAD software as it applies to the menswear industry.

Prerequisite(s): MW 122.

MW 223 — Menswear Design Studio Art – Digital

2 credits; 1 lecture and 2 lab hours

This comprehensive course explores advanced menswear design, emphasizing the refinement of student renderings, sketching and computer-generated art abilities. Market segment analysis, collection development, and appropriate design are examined as they apply to the development of portfolio-quality CAD-generated artwork for the menswear market.

Corequisite(s): MW 256.

MW 231 — Menswear Flat Patternmaking Design III

4 credits; 8 lab hours

Studies advanced design problems for tailored garments, making use of the master pattern. Original designs are tested in muslin, constructed in fabrics, and analyzed in terms of taste, fabric selection and properties, design principles, fashion interest, and commercial value.

Prerequisite(s): MW 232 and MW 241

Co-requisite(s): MW 251.

MW 232 — Menswear Flat Patternmaking Design II

2 credits; 1 lecture and 2 lab hours

Students learn how to develop flat patterns and create a finished jacket using professional standards. The course explores the four iconic prototypes of menswear jackets and traditional tailoring techniques and details. Students also learn to identify and define market trends in specific menswear markets and to present professional oral presentations.

Prerequisite(s): MW 131 and MW 141, or equivalent

Co-requisite(s): MW 152.

MW 234 — Menswear Flat Pattern Design III

4 credits; 8 lab hours

Students explore the principles of drafting patterns while testing fit in muslin on three-dimensional forms for men's couture shirts, trousers and coats. Using advanced construction techniques along with current trends, they utilize bespoke hand finished while creating final garments appropriate for the upper end of the Menswear market.

Prerequisite(s): MW 134.

MW 241 — Tailoring the Jacket

2 credits; 1 lecture and 2 lab hours

This course introduces students to the art of tailoring. Classic details associated with the fully lined tailored jacket are defined and demonstrated as students work toward mastering the components comprising a finely crafted tailored suit jacket.

Prerequisite(s): MW 131 and MW 141

Co-requisite(s): MW 152.

MW 242 — Tailoring III

2 credits; 1 lecture and 2 lab hours

This course introduces students to the assembly processes and finishing details necessary to construct and tailor a high-end, fully lined suit jacket.

Prerequisite(s): MW 144.

MW 251 — Menswear Design III

1.5 credits; 3 lab hours

Students create designs while refining advanced sketching skills. Classifications and collections are utilized throughout the semester.

Prerequisite(s): MW 152

Co-requisite(s): MW 262.

MW 252 — Menswear Design IV

5 credits; 10 lab hours

Students design and execute original sportswear collections using international trends, colors, details, and fabrications.

Prerequisite(s): MW 231 and MW 251.

MW 253 — Advanced Computer Fashion Design

2 credits; 1 lecture and 2 lab hours

Using CAD software, students create flats, fashion drawings, and storyboards in color and black and white.

MW 254 — Computer Design I

2 credits; 1 lecture and 2 lab hours

This course introduces students to the use of Adobe Illustrator as it applies to the menswear and accessories design industry. Students learn how to use Adobe Illustrator as a CAD tool for designing menswear and accessories. Auxiliary software includes Adobe Photoshop.

MW 256 — Advanced Menswear Design IV

5 credits; 1 lecture and 8 lab hours

In this capstone course, students develop two original menswear looks selected from their final presentation portfolio. The synergy of faculty with bespoke, read-to-wear and menswear design expertise creates a multifaceted course. Focus is placed on technical execution of studnets' creative designs, and industry standard alternative patternmaking techniques.

Prerequisite(s): MW 262 and MW 234

Corequisite(s): MW 223.

MW 262 — Presentation/Portfolio

2 credits; 1 lecture and 2 lab hours

Students learn to design professional collections, which are analyzed, segmented, and developed for various markets.

Prerequisite(s): MW 151.

MW 271 — Comparative International Apparel

3 credits; 2 lecture and 2 lab hours

Students develop their ability to analyze trends, colors, fabrications, and apparel details in three international fashion centers. Through constructive analyses, critiques, and creative thinking, students present final projects incorporating aspects of comparative cultural aesthetics.

Prerequisite(s): AR 101 or FF 112 or LD 144 or MW 152, or approval of chairperson.

MW 299 — Independent Study in Menswear

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

PE: Physical Education and Dance

PE 111 — Modern Dance

1 credit; 2 lab hours

Introduces the fundamentals of modern dance through the development of dance technique and comprehension of rhythm. Elements of dance composition are introduced and provide students with an opportunity to create individual work. (G6: Arts).

PE 113 — Jazz Dance

1 credit; 2 lab hours

Introduces the fundamentals of jazz dance through the development of dance technique, comprehension of rhythm, and the ability to perform isolated movement. Elements of dance composition are introduced and provide students with an opportunity to create individual work. (G6: Arts).

PE 114 — Ballet I

1 credit; 2 lab hours

Basic exercises are done at the barre to develop proper alignment, placement, strength, coordination, and understanding of ballet movement vocabulary in this introductory class. Center floor combinations and movement across the floor are used to integrate skills learned in the warm-up. (G6: Arts).

PE 116 — Afro-Caribbean Dance

1 credit; 2 lab hours

Students experience, learn, and perform the traditional dances and rhythms, rooted in African and European dance, of the Caribbean region. (G6: Arts).

PE 117 — Choreography I

1 credit; 2 lab hours

Students create movement studies using elements of design that capture the essence of their unique expressions. Concepts of space and weight and dance elements such as rhythm, symmetry, and shape are addressed in the course. Improvisations are performed according to a variety of themes, relationships, and situations, both individually and in small groups.

PE 118 — Flamenco Dance

1 credit; 2 lab hours

Students execute traditional flamenco dances from the Andalusia region of southern Spain. Students learn how various cultures contributed to flamenco, as well as the flamenco rhythms, the meaning of the songs, and the relationship of the singing and guitar to the dance. (G6: Arts).

PE 119 — Dances of the Middle East and India

1 credit; 2 lab hours

This course introduces students to the movements and rhythms of the ancient dance arts of the Middle East and India. Students learn about the Arabic, Turkish, North African, Arabian Gulf, and Indian cultures by focusing on the origins, history, and development of their dance arts. (G6: The Arts).

PE 122 — Beginning Golf

1 credit; 2 lab hours

Students learn the fundamentals of golf, including stance, grips, putting, chipping, and driving, as well as course etiquette, rules, and history of the game.

PE 131 — Tennis I

1 credit; 2 lab hours

Teaches the fundamental skills of tennis and knowledge of the game.

PE 135 — Basketball

1 credit; 2 lab hours

The fundamentals of basketball, individual skills, and team participation are taught. Students learn the rules, coaching techniques, strategies, athletic training, and enjoyment of spectatorship.

PE 136 — Volleyball

1 credit; 2 lab hours

Students learn the fundamental skills of volleyball: setup passing, serving, spiking, blocking, and bumping. Strategy and games are included.

PE 141 — Fitness Training

1 credit; 2 lab hours

Students focus on the progressive development of the four components of physical fitness: muscular strength, muscular endurance (through weight-room training and calisthenics), cardiovascular endurance, and fitness.

PE 143 — Yoga I

1 credit; 2 lab hours

Students learn the basic yoga practices, including relaxation, postures, breathing, concentration, meditation, and positive thinking. Nutrition is also discussed.

PE 144 — Aerobics

1 credit; 2 lab hours

Students work to achieve a strong cardiovascular system through step-bench or aerobic routines. Toning exercises are included.

PE 145 — Tai Chi I

1 credit; 2 lab hours

Students learn the Yang form of this ancient, holistic Chinese exercise to develop good balance and coordination and to relax physically and mentally.

PE 146 — Kung Fu

1 credit; 2 lab hours

Translated as discipline and inner development, kung fu focuses on learning a system of movements based upon the observations of nature by ancient Chinese priests and monks. The forms, basic stances, kicks, and punches of Shaolin kung fu are taught to achieve better health, harmony, and coordination.

PE 147 — Gentle Yoga

1 credit; 2 lab hours

Gentle yoga introduces all the benefits of yoga with less demand on the body. This course can be enjoyed by all students, particularly those with limited physical health or range of motion. Benefits include enhanced flexibility, increased strength, improved balance, and reduction of stress.

PE 148 — Mat Pilates

1 credit; 2 lab hours

This introductory course is based on the work of Joseph Pilates and focuses on movements and exercises devoted to strengthening the core or foundational muscles of the body. Pilates enhances athletic performance by developing core stability, balance, and coordination.

PE 149 — Meditation I

1 credit; 2 lab hours

This course focuses on the benefits of meditation in everyday life. Students learn the history, theory, and practice of meditation, as well as how to develop and personalize their own meditation practice. This course is appropriate for physically challenged students.

PE 153 — Fencing

1 credit; 2 lab hours

Students learn and practice the fundamentals of foil fencing, including positions and movements, offensive and defensive strategy, directing a fencing bout, and international rules.

PE 161 — The Art and Practice of Self-Defense

1 credit; 2 lab hours

This course focuses on the dynamics of unplanned confrontation and employs various approaches to achieve the larger goal of prevailing in aggressive encounters. Students learn how to protect themselves by studying a variety of physical and psychological techniques.

PE 181 — Contemporary Urban Dance

1 credit; 2 lab hours

Students develop their creativity and imagination by exploring the movements of a current popular dance form. With the aid of films and guest artists, students gain insight into the history and culture of contemporary urban dance and learn to perform a variety of movement styles. (G6: Arts).

PE 200 — Performance Workshop

2 credits; 1 lecture and 2 lab hours

Students will curate, produce, choreograph, publicize, and stage a dance or other movement-based performance. They may take any role in the production, as dancers, stage managers, or lighting designers, etc., exploring and showcasing their abilities as they may never have done before. (No prerequisite, but an interest in staging performances is highly recommended.).

PE 210 — Devotional Art and Dance of the Indian Sub-Continent and West Asia (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

An interdisciplinary, team-taught course cross-listed with HA 210, exploring devotional art and dance in India and western Asia. Students learn about devotional practices by studying art and movement practices. Emphasis is on the philosophical aspects and the intersections of art and dance.(G6: The Arts; G7: Humanities; G9: Other World Civilizations).

PE 214 — Ballet II

1 credit; 2 lab hours

Students improve on existing ballet techniques learned in PE 114. They work on more advanced steps and create their own movement phrases. History and dance films are presented. (G6: Arts) Prerequisite(s): PE 114 or equivalent.

PE 215 — Seeing Dance Live

3 credits; 3 lecture hours

This course explores live dance, immersing students in it as both viewers and writers. Students apply aesthetic principles of dance to a variety of dance forms that they view and critique. (G6: Arts).

PE 216 — History of Ballet and Modern Dance

3 credits; 3 lecture hours

This course surveys two major styles of Western dance--ballet and modern dance--from the perspective of the creative process and cultural history. Through a multi-disciplinary and collaborative approach, students study thematic ideas that shape the way we see, create, and think about dance. No prior dance training is necessary. (G6: The Arts).

PE 217 — Popular Urban Dance Past and Present

3 credits; 3 lecture hours

Through a multi-disciplinary and collaborative approach, students explore the conceptual underpinnings and political dynamics of popular urban dance. No prior dance training is necessary. (G6: The Arts).

PE 219 — Dances of the Middle East and India II

1 credit; 2 lab hours

This course offers a profound immersion into the classical and folk dance arts of the Middle East and India by illuminating their music, history and cultural contexts. Students gain a greater appreciation for the choreography, ornate costuming and live performance of these joyous, expressive dance arts.

Prerequisite(s): PE 119 (G6: The Arts).

PE 231 — Tennis II

1 credit; 2 lab hours

Students improve on existing tennis skills learned in PE 131. They work on executing new skills, such as top spin serve, slice serve, drop shot, drop volley, and lob. Strategies for singles and doubles competitive play are included.

Prerequisite(s): PE 131 or equivalent.

PE 243 — Yoga II

1 credit; 2 lab hours

Students build upon their yoga experience by learning new yoga postures and variations of standard postures and breathing techniques while exploring additional concepts from the Yoga Sutras.

Prerequisite(s): PE 143.

PE 245 — Tai Chi II

1 credit; 2 lab hours

Students continue their study of this ancient, holistic Chinese exercise, developing greater strength, balance, coordination, and relaxation through the Yang form of Tai Chi.

Prerequisite(s): PE 145 or equivalent.

PE 281 — Modern Dance Theory and Practice

3 credits; 2 lecture and 2 lab hours

A diverse collection of Modern Dance theories and techniques are introduced to students through lecture, demonstration, and guided practice of structured dance movements for later application in creative projects. Students learn modern dance terms to reinforce proficiency in technique and to fully appreciate genres of modern dance from early 20th century to present. Gen Ed: The Arts (G6).

PH: Photography

PH 003 — Basic Photography Studio

0 credits; 1 lab hour

For Fine Arts students. Students learn the practical applications of digital camera operations and studio lighting techniques.

Corequisite(s): PH 103.

PH 100 — Photography for Artists

2 credits; 1 lecture and 2 lab hours

This is an introductory course for visual arts students on the basics of digital photography. Through lectures, demonstrations, assignments and critiques, students learn proper exposure, dynamic composition, and creative use of camera functions. Students acquire technical skills and develop conceptual and aesthetic approaches to photography. Photographing two and three-dimensional artwork is also covered.

PH 103 — Basic Photography

2 credits; 2 lecture hours

For Fine Arts students. Fundamentals of modern photographic practices including technical principles, aesthetic camera operation, and lighting techniques. Geared to aid the creative efforts of fine artists.

Co-requisite(s): PH 003.

PH 104 — Basic Digital Photography for Visual Design Communication

2 credits; 1 lecture and 2 lab hours

An introduction to the basics of photography from visual, aesthetic and technical viewpoints using camera technique, basic digital photo editing, scanning and printing. Students explore basic studio setups, lighting techniques, model direction and digital image capture.

PH 117 — Principles of Photography Including Darkroom Instruction

2 credits; 1 lecture and 2 lab hours

Introduces students to the techniques of black-and-white photography, including basic studio setup, lighting techniques, model direction, and related film exposure as applied to the 35mm camera. Instruction on enlarging techniques and film processing through the use of the darkroom are also covered.

PH 118 — Beginning Digital Photography

2 credits; 1 lecture and 2 lab hours

An introductory course that familiarizes students with the basics of photography from visual, aesthetic, and technical viewpoints. The course explores the differences between conventional, silver-based (analog), and digital photographic tools. Students learn camera technique, the transfer of the image from the camera to the computer, basic scanning, and digital printing. Students are required to possess their own digital (DSLR) cameras.

PH 121 — Large Format Photography

2 credits; 4 lab hours

Basic techniques in professional operation of a large-format view camera as applied to commercial still-life photography. Covers fundamental camera movements, lighting setups, 4x5 film processing, and printing skills.

PH 130 — Lighting I

2 credits; 1 lecture and 2 lab hours

Students are introduced to the craft of lighting. They explore the qualities of various kinds of light and observe light from a scientific perspective, which informs their aesthetic decisions. This course is taught using digital cameras.

PH 131 — Lighting Principles

2 credits; 1 lecture and 2 lab hours

The student photographer is introduced to the creative practices of lighting for studio and outdoor photography. Use and control of continuous light, natural light, and pre-existing light are emphasized.

Prerequisite(s): (for students not majoring in Photography) PH 117

Co-requisite(s): (for students majoring in Photography) PH 112.

PH 132 — Introduction to Light

3 credits; 2 lecture and 2 lab hours

This course focuses on the observation of light for application to photography. Topics covered include metering, direction, control and modification of ambient light and introduction to studio lighting. Students begin with observations and slowly build their understanding of the nature of light through increasingly complex exercises.

PH 141 — Creative Approaches in Photography

1 credit; 1 lecture hour

This course stimulates students' creativity through exploration of journaling, brainstorming, and lateral thinking. Guest speakers challenge students to question where ideas originate, and how they can be expanded. They are introduced to a wide range of artists from diverse fields through guest lectures, field trips, and film screenings.

PH 152 — Photography 1: Introduction to Photography

4 credits; 3 lecture and 2 lab hours

This course introduces photography students to the concepts of photography and digital workflow. They learn exposure, composition, and editing, and develop their own aesthetic sense through lectures and by participating in critiques of assigned projects. Students practice with digital cameras and execute guided coursework in the studio and on the computer. They learn appropriate workflows and apply digital best practices.

PH 153 — Photography 2: Photographic Techniques

3 credits; 2 lecture and 2 lab hours

This course expands students' technical and visual vocabulary by adding portable flash, tethered capture, and reflective metering. The creative possibilities of light metering, and lens choice are reviewed. Multi-paneled images combining perspectives and shifting focus are explored. Assignments are shot digitally and presented in print and digitally for critiques.
Prerequisite(s): PH 152.

PH 162 — Photographic Styling

2 credits; 1 lecture and 2 lab hours

Introduces the elements of photographic styling, stressing both creative sensitivity and technical skills, through lectures and demonstrations. Assignments include fashion, beauty, illustration, tabletop, and food styling.

PH 171 — Digital Darkroom

2 credits; 1 lecture and 2 lab hours

This course offers an in-depth study of the workflow necessary for the storage, editing, and output of digital photography. Students are introduced to computer-aided tools and techniques that apply to the production and aesthetic concerns of photography in the digital environment.

PH 172 — Photographic Post-Production

2 credits; 2 lecture and 1 lab hours

This course introduces students to the concepts and methods of post-production, examining the creative and technical processes that take place after photography has been shot. It covers workflow from raw files through prints, discussing standard practices and the reasoning behind them. Non-destructive editing of exposure and color is emphasized.
Prerequisite(s): PH 152.

PH 181 — Shooting the Narrative: Visual Storytelling I

3 credits; 2 lecture and 2 lab hours

This course introduces students to narrative storytelling through visual images. Through screenings and hands-on instruction, students learn to create images with specific narrative outcomes, and their own image-based narratives. Imaging software including iPhoto, Keynote, iMovie, and Quicktime Pro are introduced.

PH 201 — Digital Photography for Accessories and Jewelry

2 credits; 1 lecture and 2 lab hours

Students learn to light and capture digital images of accessory and jewelry items. They explore lighting techniques for various surfaces and learn to enhance item color, contour, and contrast. A DSLR camera is required and a basic knowledge of an image-editing program such as Adobe Photoshop is strongly suggested.

Prerequisite(s): PH 118, or approval of chairperson.

PH 230 — Lighting II

2.5 credits; 1 lecture and 3 lab hours

Students continue the exploration of light begun in PH 130. They apply techniques learned with continuous lights to strobe lights, the standard lighting tool of the professional photographer. Students explore the unique quality of strobe lights and develop techniques using the monoblock strobe.

Prerequisite(s): PH 130.

PH 231 — Electronic Flash

4 credits; 8 lab hours

Advances photographic skills through the use of electronic lighting equipment and techniques. Small-, medium-, and large-format cameras are used to photograph models and still-life subjects in black-and-white or color mediums. Includes related darkroom procedures.

Prerequisite(s): PH 115.

PH 241 — Foundations of Color

2 credits; 4 lab hours

Exploration of color as it applies to photography. Includes additive and subtractive color mixing, color harmony, lighting for color, light balancing, color correction, film, and digital color reproduction techniques.

Prerequisite(s): PH 112

Co-requisite(s): PH 115.

PH 242 — Advanced Projects and Portfolio Development

4.5 credits; 9 lab hours

The relationship of advanced studio lighting, set preparation techniques, and digital image capture are explored in conjunction with color theories that apply to model and still-life photography for the printed page. Students complete industry-level assignments and personal interest images in the studio and on location. Emphasis is on preparation of an individualized portfolio presentation.

Prerequisite(s): PH 231 and PH 241 or approval of chairperson.

PH 251 — Photography 3: Advanced Photographic Solutions

3 credits; 2 lecture and 2 lab hours

This course builds on techniques from PH 132 and PH 153, and applies them to advanced photographic projects. Students employ tethered capture, as well as advanced post-production techniques, to execute visions and are encouraged to explore the application of various combinations of techniques for different photographic outcomes.

Prerequisite(s): PH 153

Co-requisite(s): PH 275.

PH 252 — Photography 4: Project Development

3 credits; 1 lecture and 4 lab hours

This course is about developing a body of work. Through weekly assignments, students solve conceptual photographic puzzles and practice critiquing and describing photographs. They research contemporary photographers to understand the current photographic landscape. Technical demonstrations advance lighting and post-production skills. Students develop a personal vision and method of making images.

Prerequisite(s): PH 251.

PH 253 — Traditional Photography

2 credits; 1 lecture and 2 lab hours

Students are introduced to historical photographic tools. They learn to expose and process film and paper, use of large-format cameras, and make pinhole cameras. Students learn a variety of non-silver printing processes such as cyanotype and gum bichromate printing. They are encouraged to experiment and merge older techniques with digital processes.

PH 254 — Ecology and Photography: Sustainable New York (Interdisciplinary)

3 credits; 1 lecture and 4 lab hours

This is an interdisciplinary course cross-listed with SC 254. It is an introduction to field ecology, environmental storytelling, conservation, and wildlife photography and videography. Students are exposed to field trips, lectures, and discussion within some of New York's parks and habitats. Through exploration and personal observations, applied scientific research methods are translated into a series of still pictures and moving images about environmental issues. (G6: The Arts).

PH 262 — Professional Procedures for the Commercial Photographer

2 credits; 2 lecture hours

An in-depth understanding of owning and operating a small professional photography business is provided. Students learn and practice organizational and career goal planning techniques, assignment pricing structures, the use of standard contracts, maintaining accurate records, and the creation of standard business forms. Emphasis is on understanding copyright law and tax structure, and learning criteria for retaining legal and financial services.

PH 265 — Professional Procedures/Contemporary Trends

3 credits; 3 lecture hours

This course gives photography students an understanding of the realities of running a small photography business. Students are introduced to the basics of record keeping, budgeting, career and business planning, estimating, billing, contracts and standard business forms. Communicating through email and social media outlets is emphasized. Weekly lessons are reinforced through case studies and guests.

Prerequisite(s): PH 172.

PH 272 — Photoshop I for Photographers

2 credits; 1 lecture and 2 lab hours

Students engage in a comprehensive study of Adobe Photoshop tools using the Macintosh platform. Methods and management techniques for scanning, creation of selections, layers, color correction, and basic image manipulation are studied.

PH 274 — Photoshop II for Photographers

2 credits; 1 lecture and 2 lab hours

Students develop an advanced knowledge of layers, channels, curves, image merging, color correction, and color matching in the Adobe Photoshop program. Scanning devices, file formats, and resolution levels are explored.

Prerequisite(s): PH 272.

PH 275 — Digital Media Techniques

3 credits; 2 lecture and 2 lab hours

Students study tethered digital capture workflow, then move into video capture from a static viewpoint, transitioning still photography skills into videographic methods. This study of the video frame moves on to narrative video and culminates in a rich media project where students use still and moving images to tell a visual story.

Prerequisite(s): PH 172.

PH 281 — Shooting the Narrative: Visual Storytelling II

3 credits; 2 lecture and 2 lab hours

Students learn the techniques required to create complex, narrative digital films. Using a combination of screenwriting, pre-production, production and editing techniques, they work in groups to complete a short narrative film of their own design from start to finish.
Prerequisite(s): PH 181.

PH 282 — Basic Video Editing

3 credits; 2 lecture and 2 lab hours

This course is an introduction to non-linear editing in a digital environment. Students learn to use industry standard software to edit capture footage and establish an efficient editing workflow. Basic sound editing and video compositing are also covered.

PH 283 — Framing the Shot

3 credits; 2 lecture and 2 lab hours

This course is an in-depth study of framing content for film and video art production. Using the frame both visually and conceptually, students construct narrative space using composition, color and light. They explore techniques such as perspective, camera angle, micro/macro view transformation, placement and juxtaposition of subject, and mixing of genres.
Prerequisite(s): PH 282.

PH 284 — Editing Concepts

3 credits; 2 lecture and 2 lab hours

Students learn to enhance the story and its visual meaning by applying major theories of editing. They analyze editing strategies used for manipulating screen time and space. The philosophies and techniques of montage and continuity editing are addressed, as well as the process of storytelling using parallel and disjunctive editing strategies.
Prerequisite(s): PH 282.

PH 299 — Independent Study in Photography

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

PH 306 — Digital Photography for Packaging Design

2 credits; 1 lecture and 2 lab hours

Students learn to produce professional-quality images for their portfolios. The course focuses on studio tabletop photography, lighting techniques, and use of image-processing and editing software. Problem-solving skills are also acquired by working with a variety of materials used in packaging.
Prerequisite(s): PK 342.

PH 311 — International Photographic Study and Practice

2 credits; 4 lab hours

Employing photo documentary practices, students gain a general understanding of digital photographic principles and a deeper understanding of another culture. Exploring that culture's history with regard to art, fashion, architecture and social mores, students make imagery that has both immediate and lasting value. Through blogging assignments, students learn how to meld text and images to effectively communicate both subjective and objective points of view.

PH 331 — Lighting for Still and Moving Images

2 credits; 1 lecture and 2 lab hours

An in-depth study of the aesthetics, history, and expressive power of lighting, both natural and artificial, as it is used in still photography and the moving image. Camera experience is required.
Prerequisite(s): PH 118 or PH 130 or PH 132 or PH 181.

PH 341 — Digital Craft and the Exhibition

3 credits; 1 lecture and 4 lab hours

Students explore methods for capture, editing, and sequencing groups of digital images as cohesive statements with the aim of producing a photographic exhibition. Through field trips, critiques, and working with a guest art director, students study the signature styles and trends of various photographers.

Prerequisite(s): PH 242.

PH 342 — Advanced Project in Style and Media

3 credits; 1 lecture and 4 lab hours

This course pairs photography and fashion design students to create and produce professional press kits and a short digital documentary interpretation of style and fashion.

Prerequisite(s): PH 371.

PH 351 — Professional Approach to Photojournalism

2 credits; 1 lecture and 2 lab hours

Students learn how to unite image-making and writing skills to produce newsworthy picture stories. Topics covered include the legal and ethical issues that affect the process of photojournalism as well as the difference between objective and subjective judgments.

Prerequisite(s): PH 274 or approval of chairperson.

PH 352 — Photographic Concepts and Exhibition

3 credits; 1 lecture and 4 lab hours

In this course students produce an exhibition of large-scale prints and explore capture methods from shooting single images to presenting multiple images as a cohesive statements. Themes are surveyed through lectures, class discussions, and web research. Examples of exhibitions and published work are provided and discussed along with presentations and critiques.

Co-requisite(s): PH 373.

PH 353 — New Documentary Practices

2 credits; 1 lecture and 2 lab hours

This course examines the practice of documentary photography from contemporary and historical contexts as a basis to conceptualize, photograph, and develop projects as an observer of the real world. Topics including defining documentary photography, content and ethics are explored. Various cameras, materials, and presentation strategies and multimedia techniques are considered.

PH 361 — Logistics of Location Photography

2 credits; 1 lecture and 2 lab hours

Students develop the techniques of location photography, including environmental portraiture, industrial, fashion, and architectural photography for editorial and advertising purposes. Assignments stress image design and are performed with medium- and large-format cameras using digital capture technology, as well as indoor and outdoor lighting techniques.

Prerequisite(s): PH 371.

PH 371 — Retouching/Prepress Solutions for Photographers

2 credits; 1 lecture and 2 lab hours

Students explore ways to convey their ideas onto the printed page through retouching, editing, and preparing digital files. High-end scanning, RGB to CMYK conversions, digital versus analog proofing, and the differences between photographic, inkjet, and offset printing are also explored from both theoretical and real-world perspectives.

Prerequisite(s): PH 274.

PH 372 — Digital Media Technology I

2 credits; 2 lecture hours

This course provides practical, technical instruction in the use of high-end digital image capture backs coupled with traditional, medium-format camera system hardware. Students explore the concepts and processes required to create photographic imagery using Adobe Photoshop, iMovie, and iDVD programs.

Prerequisite(s): PH 371.

PH 373 — Digital Production Strategies

2 credits; 1 lecture and 2 lab hours

This course focuses on developing adaptable techniques for large scale digital imagery. It covers masking and compositing techniques, large format digital printing processes, and an introduction to current progressive trends in digital picture making. Students gain knowledge and an appreciation of exhibition-quality photographic objects.

Co-requisite(s): PH 352.

PH 374 — Multimedia Workshop

3 credits; 1 lecture and 4 lab hours

This course combines techniques from PH 275, along with picture-making strategies developed in PH 252 and PH 352 to construct complex, rich media projects. Students study the use of multimedia strategies through reference to the work of masters, discussions of still and moving image concepts, and multimedia storytelling techniques.

Prerequisite(s): PH 352.

PH 404 — Basic Interior Design Photography

2 credits; 1 lecture and 2 lab hours

For baccalaureate-level Interior Design students or those interested in interior photography. A foundation for understanding and achieving control of the photographic medium as it applies to interior and architectural photography is provided. Students learn scale model and flat art photography, use of black-and-white and color films, metering, camera control, lighting, and filtration.

PH 406 — Digital Special Effects and Photographic Retouching

2 credits; 1 lecture and 2 lab hours

Students enhance their traditional illustration skills in a digital environment. Exploring Adobe Photoshop and its plug-ins for retouching and special aspects, they achieve the technical ability to transform initial creative inspirations into powerful imagery.

Prerequisite(s): IL 324.

PH 451 — Multimedia Concepts

3 credits; 1 lecture and 4 lab hours

Students develop a critical point of view regarding video, electronic, digital, and print media through discussion, viewing, and critiquing published work. Assignments examine the relationship between art and media industries, covering topics that will include advertising, documentaries, the news, personal identity, and media imaging.

Prerequisite(s): PH 372.

PH 461 — Multimedia Portfolio

3 credits; 1 lecture and 4 lab hours

Graduating students assemble a professional-quality, digitally processed electronic and printed portfolio of imagery from thematic work produced during the sixth, seventh, and eighth semesters.

Prerequisite(s): PH 451.

PH 471 — Digital Media Technology II

2 credits; 2 lecture hours

Students study various forms of state-of-the-art lighting techniques used for digital high-end photography. Lighting for the specific commercial areas of still life, portrait/fashion, architecture/interior, jewelry, and corporate/industrial are demonstrated and studied.

Prerequisite(s): PH 371 and PH 372.

PH 472 — Advanced Photography and Video Workshop

3 credits; 1 lecture and 4 lab hours

This photographic workshop course provides a laboratory for students in PH 493. Students learn to identify technical and production needs for creating and completing their senior design projects, focusing on creative problem solving. They test ideas while pushing the limits of their technical abilities.

Co-requisite(s): PH 493.

PH 491 — Research for Senior Design Project

2 credits; 1 lecture and 2 lab hours

This course assists students in developing a thesis proposal for the creation of a multimedia portfolio. Students research a chosen area of study and learn how to effectively plan and organize multimedia projects to be used in their senior design projects.

Prerequisite(s): PH 341 and PH 342.

PH 492 — Senior Design Project

2 credits; 4 lab hours

Students prepare a capstone project resulting from the senior design project research completed in the prior semester. The course culminates in a multimedia presentation to faculty, mentors, and invited professionals and Advisory Board members for critique.

Prerequisite(s): PH 491.

PH 493 — Senior Photography Seminar

4 credits; 2 lecture and 4 lab hours

Students define a concept and develop a production strategy and schedule for a long-term photographic project. Through studio time, critiques, guest curators, and museum and gallery visits, they refine their projects, ultimately presenting to a panel review. They study basic critical theory to position their projects within a cultural context. Research and writing help the student unite their visual media focus with their artistic vision.

Prerequisite(s): PH 374

Co-requisite(s): PH 472.

PH 494 — Senior Photography Seminar II

4 credits; 2 lecture and 4 lab hours

This course guides students through the final production stages and exhibition of their Senior Project. Through group critiques and individual meetings, students learn to hone in on the salient conceptual and aesthetic features of their projects and design their final exhibition installations accordingly. Visits to local multi-media gallery and museum exhibitions, as well as photographic printers and mounting labs broaden students' understanding of the possibilities involved in exhibiting photography.

Prerequisite(s): PH 493.

PH 499 — Independent Study in Photography

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

PK: Packaging Design

PK 211 — Introduction to Packaging Design

1.5 credits; 3 lab hours

An introduction to the field of packaging design, covering branding, graphics, materials, technology, and typography. This studio course focuses on design phases from concept to three-dimensional comprehensives, and includes field trips and guest lecturers.

PK 212 — Foundation in Three-Dimensional Design for Consumer Packaging

2 credits; 1 lecture and 2 lab hours

With a focus on three-dimensional conceptual design, students learn the basics of how packaging design professionals create innovative forms that have visual impact within the retail area. They experiment with a variety of packaging materials, as well as recycled and sustainable solutions.

PK 216 — Foundation in Packaging Design

2 credits; 1 lecture and 2 lab hours

This course introduces the fundamentals of packaging design. Lectures and design assignments provide students with the opportunity to understand and explore packaging design principles as they apply to the marketing of consumer brands.

Co-requisite(s): (for one-year Communication Design Foundation students) AD 216.

PK 301 — Packaging Design for Home Products

2 credits; 1 lecture and 2 lab hours

Students learn about packaging/brand design specific to home products retailing: brand identity, packaging design systems, and brand design applications throughout the retail environment. The creative process of design and strategic analysis of packaging as a marketing and merchandising tool is explored.

PK 302 — Packaging Design for Cosmetics and Fragrance Marketing

2 credits; 1 lecture and 2 lab hours

For Cosmetics and Fragrance Marketing students. This hands-on course introduces the principles of packaging design for cosmetics and fragrance products. Students learn about brand identity, packaging design systems, materials, and the relationship between packaging and cosmetic and fragrance retailing.

Prerequisite(s): CM 341.

PK 303 — Packaging Design for Accessories Design

2 credits; 1 lecture and 2 lab hours

The packaging and brand design of accessory products is introduced. Through design projects, students learn about brand identity, packaging design systems, the variety of packaging materials, and how packaging affects the product at retail. Guest lecturers discuss how designers create brand identities, develop concepts, make design decisions, and oversee production.

PK 315 — Digital Prepress for Packaging Design

2 credits; 1 lecture and 2 lab hours

This course introduces students to digital mechanical art creation specifically for packaging design. Students learn file management, printing methods, color processes, packaging substrates, and how a packaging design moves from design approval to mechanical art creation.

PK 317 — Packaging Design Process

3 credits; 3 lecture hours

This lecture-based course examines the packaging design process as the means by which marketing strategy and the goal of putting the packaged product into the hands of consumers is translated. Emphasis is placed on all aspects of how a clear and effective design process is the essential foundation to meeting the goal of developing packaging designs that are effective sales tools. Co-Requisite(s): PK 318.

PK 318 — Packaging Design Studio I

3 credits; 6 lab hours

The studio environment is central to an education in packaging design. Students explore the packaging design methodology and discover techniques and approaches that form their individual design process. They demonstrate knowledge gathered in their fifth semester courses and utilize the studio method of learning. Co-Requisite(s): PK 317.

PK 319 — Packaging Design Studio II

3 credits; 3 lecture and 3 lab hours

This studio course explores strategic thinking as it applies to brand packaging design accross consumer product categories. Working collaboratively with designers, clients and creative resources is an essential aspect of the design studio environment. Gathering and evaluating information, developing strategies, and implementation are all aspects of the design-planning model applied in this studio.
Corequisite(s): PK 354.

PK 325 — Typography for Brand Packaging

2 credits; 1 lecture and 2 lab hours

This course is designed to explore all aspects of creative typographic design for brand packaging design. Through assignments, exercises, and lectures, students develop an understanding of how professional designers develop and apply brand identities. Students explore how typographic decision-making and design strategies affect the application of typography for brand packaging design.
Co-requisite(s): PK 317.

PK 341 — Computer Graphics for Packaging Design

2 credits; 1 lecture and 2 lab hours

Through hands-on interaction, students learn technology as a packaging design tool. Students learn the intricacies of various software tools as they are utilized in packaging design. Students create a die, utilizing the toolbox, plug-in resources, application of scanned and designed images, and understanding color output as tools in the development of two- and three-dimensional packaging designs.
Corequisite(s): PK 318.

PK 342 — Advanced Computer Graphics for Packaging Design

2 credits; 1 lecture and 2 lab hours

A hands-on studio using an advanced approach to current software programs to master the use of layers, create composites, customize tools, understand color and contrast adjustment, create convincing 3D images, apply gradients, adjust effects, and transform art in order to achieve the best output of packaging design comprehensives.
Prerequisite(s): PK 341
Co-requisite(s): PK 354.

PK 343 — Explorations in 3D for Packaging Design

2 credits; 4 lab hours

This course challenges students to consider the transition of taking two-dimensional design explorations into a three-dimensional representation. Experimentation with materials, methods and technology are key components of this studio course.

PK 354 — Packaging Design Strategy

3 credits; 3 lecture hours

Students learn how the formulation and development of ideas takes shape from the foundation of research, exploration and investigation, and how the formation of a packaging design strategy can achieve visual problem-solving goals. They learn how a clearly articulated and defined strategy facilitates the design process and serves the objective of a successful packaging design.
Corequisite(s): PK 319.

PK 361 — Packaging Design: Global Perspectives

3 credits; 3 lecture hours

Students experience the business of branding and packaging design in Europe through on-site lectures, seminars, tours, presentations at design consultancies, manufacturers, marketers, museums, suppliers and retailers. They learn the design process, profession, marketing, and retailing from an international perspective.

PK 403 — Packaging for the Toy Designer

2 credits; 1 lecture and 2 lab hours

Emphasizes conceptual and mechanical toy packaging development, introducing students to types of packaging and constructions used in the toy industry. Environmental and safety issues are considered in addition to study of marketing, trends, and consumer motivation.
Prerequisite(s): all seventh-semester Toy Design courses or approval of chairperson.

PK 413 — Sustainable Packaging Design Development

3 credits; 6 lab hours

In this studio course, students are actively engaged in applying research and knowledge on the complex issues of sustainable packaging design. Using industry guidelines, systems thinking, and a strategic design approach, designers will be able to make sustainable decisions on materials choices and production methodologies with the tools to address environmental considerations in a creative, responsible, and economical way.

PK 418 — Packaging Design Studio III

3 credits; 6 lab hours

In this course, students learn how designers apply best practices in design excellence and innovation to creat smart, well-designed and professionally executed packaging design systems. They are assigned roles and work individually and in teams to follow realistic design objectives and experience constraints including project structure, timing and budget.
Corequisite(s): PK 463.

PK 426 — 3D Concepts for Packaging Design

1.5 credits; 3 lab hours

An advanced approach to composition and structural design skills to create three-dimensional models for packaging design. The course focuses on the issues and problems that arise in the transition between two-dimensional design explorations and three-dimensional representations.

PK 427 — Packaging Design Portfolio Preparation

3 credits; 6 lab hours

This capstone course is designed for students majoring in Packaging Design to successfully prepare, plan, design and consider their own professional goals and objectives. Career options, resume and portfolio preparation and design projects to broaden and enhance the portfolio are covered.

PK 431 — Sustainable Packaging Design

2 credits; 1 lecture and 2 lab hours

Students learn the fundamentals of sustainable design for brand packaging design, including best practices, environmental and social issues, industry terminology, characteristics of sustainable materials, life cycle analysis, the packaging scorecard and the myriad of materials, technologies, guidelines and regulations. The application of this knowledge is applied to create positive change.

PK 432 — Materials, Technologies, and Production in Sustainable Packaging Design

2.5 credits; 2 lecture and 1 lab hours

Students study and assess current and emerging materials from a sustainability perspective, and review the positive and negative properties of plastics, paperboard and other fibers, metal, glass, and hybrids. They analyze consumer perceptions of various materials, and study manufacturing technologies and the evaluation of printing, production, and finishing processes.

PK 463 — Packaging Design for Professional Practice

3 credits; 3 lecture hours

In this course, students gain an understanding of the competitive business processes associated with designing consumer brands. The roles and responsibilities of packaging design professionals in the context of the global consumer product goods (CPG) industry is covered. Students gain an understanding of the business of packaging design from the perspective of industry leaders and practitioners, and are prepared for practice.

Corequisite(s): PK 418.

PK 491 — Internship

3 credits

An unsalaried 14-week internship with a design firm with a minimum of 123 hours at the worksite and 12 hours on campus. Completion of a daily diary, a written report on the experience, and a portfolio of work are required.

PK 499 — Independent Study in Packaging Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

PL: Philosophy

PL 143 — Introduction to Asian Philosophies

3 credits; 3 lecture hours

Introduces the major philosophies of the Asian world that underlie and shape Eastern cultures. Hinduism, Buddhism, Confucianism, and Taoism are emphasized. (G7: Humanities; G9: Other World Civilizations).

PL 211 — Informal Logic: A Guide to Clear Thinking

3 credits; 3 lecture hours

Introduction to practical techniques for evaluating, criticizing, and defending arguments using ordinary English. Both deductive and inductive reasoning are considered, and how to recognize fallacies is emphasized. Stresses techniques for producing good arguments of many types. (G7: Humanities).

PL 299 — Independent Study in Philosophy

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

PL 300 — Business Ethics

3 credits; 3 lecture hours

This course is an introduction to business ethics (G7: Humanities).

PL 301 — Anxiety and Fear: Introduction to Existentialism

3 credits; 3 lecture hours

This course is an introduction to the philosophy of existentialism. The core principles of existentialism will be examined using the work of Martin Heidegger, Soren Kierkegaard, Hannah Arendt, Jean Paul Sartre, Simone de Beauvoir, Frantz Fanon, and Albert Camus, among others.

PL 321 — Philosophy of Art

3 credits; 3 lecture hours

Considers the philosophy of art and the logical structure of criticism. Presents a group of problems arising from description, interpretation, and evaluation of aesthetic objects, with special emphasis on the visual arts. (G7: Humanities)

Prerequisite(s): one semester of History of Art and Civilization.

PL 330 — Approaches to Fashion Theory

3 credits; 3 lecture hours

This is an interdisciplinary, co-taught, cross listed course with HA 330. Studies theories of fashion from both philosophical and art-historical perspectives. Examines how our relationship to our bodies, our concepts of self, our clothing, and our definitions of beauty are historically and culturally dependent. (G4: Social Sciences; G7: Humanities)

Prerequisite(s): HA 112 or PL 141 or PL 321 or SS 131 or SS 171.

PL 391 — Ancient Greek Philosophy (Honors)

3 credits; 3 lecture hours

A study of the origins and development of philosophy in the West, from Homer and Hesiod to the Hellenistic period. Contributions of Socrates, Plato, and Aristotle are emphasized, and the Greek influence on Roman and Christian philosophy is examined. (G5: Western Civilization; G7: Humanities)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

PL 392 — The Old and New Testaments in the History of Ideas (Honors)

3 credits; 3 lecture hours

Students examine the influence of selected books, chapters, and verses from the Old and New Testaments on the literature, philosophy, theology, and politics of Western civilization. Emphasis is given to ideas located in scriptures as they have been developed by religious thinkers, systematic theorists, and creative artists. (Formerly LA 394) (G5: Western Civilization; G7: Humanities)

Prequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

PL 431 — Philosophy: Ethics

3 credits; 3 lecture hours

An introduction to philosophy in general and to ethics in particular. Philosophy is presented as an ongoing activity with emphasis on providing students with logical and conceptual tools for dealing with real-world situations. The course is oriented toward the development of the student's ability to use reason to evaluate arguments, particularly ethical arguments. (G7: Humanities).

PL 499 — Independent Study in Philosophy

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

PM: Patternmaking

PM 111 — Industrial Methods of Draping

2 credits; 0 lecture and 4 lab hours

Students learn the basic draping methods of developing production patterns for the garment industry.

PM 121 — Patternmaking I: Misses' and Women's Wear

2 credits; 4 lab hours

Development of basic body slopers using standard specification measurements. Collars and basic sleeve shapes, as well as paper patterns and a final fabric sample, are made. Students learn the importance of fit and balance when creating a high-quality production pattern. Specifications are discussed in relation to both pattern development and finished garment measurements.

PM 122 — Patternmaking II: Misses' and Women's Wear

2 credits; 4 lab hours

Students use basic slopers to develop additional patterns for style variations. Patterns are developed for bodice, torso, sleeves and skirt slopers. Pattern corrections are made according to fit, balance, and specification measurements. Final patterns and fabric samples acceptable for mass production are created.

Prerequisite(s): PM 121.

PM 171 — Pattern Grading: Misses' and Women's Wear

2 credits; 4 lab hours

Introduction to manual pattern grading and marker-layout techniques. The students learn how to apply grade measurements proportionally to all the pieces within a pattern. The importance of accurate measurement specifications and their effect on the finished product are emphasized. Marker-layouts for samples, costing and mass production are developed.

Prerequisite(s): (for Patternmaking Certificate students) PM 121, or (for Fashion Design students) FD 111 or FD 121.

PM 221 — Computerized Production Patternmaking

2 credits; 4 lab hours

Students learn to use the computer as a tool for production patternmaking and other apparel industry applications. Includes knowledge of hardware, software, and system programming on the Gerber Accumark system to produce a sample production pattern.

Prerequisite(s): PM 121, or FD 121, or MW 131, or approval of program coordinator.

PM 231 — Patternmaking: Misses' and Women's Wear

2 credits; 4 lab hours

Advanced study of misses' and women's daytime dresses. Different dresses are drafted.

Prerequisite(s): PM 122.

PM 233 — Patternmaking: Misses' Sportswear

2 credits; 4 lab hours

Students learn the necessary details involved in developing linings, facings, fusibles, stays, and stampers for both tops and bottoms. Pant and jacket slopers are created, with a strong emphasis on fit. Multiple construction techniques are discussed. A final fabric sample is developed with all the specification measurements and construction details necessary for manufacturing.

Prerequisite(s): PM 122.

PM 234 — Patternmaking: Misses' Sportswear

2 credits; 4 lab hours

Further study of patternmaking for casual sportswear.

Prerequisite(s): PM 233.

PM 236 — Patternmaking: Coats and Suits I

2 credits; 4 lab hours

Students learn patternmaking for all types of coats and suits.

Prerequisite(s): PM 122.

PM 237 — Patternmaking: Coats and Suits II

2 credits; 0 lecture and 4 lab hours

Continuation of PM 236, with special emphasis on a variety of coats.

Prerequisite(s): PM 122.

PM 238 — Production Pattern Development for Women's Plus-Sizes

2 credits; 0 lecture and 4 lab hours

Students are introduced to the full size figure by analyzing the actual body, garment and production specification measurements. By using the most current data developed in industry for the large size body, students gain a better understanding of the important areas of the body that present a challenge when developing styles. Prerequisites: PM 121 and PM 122.

PM 241 — Patternmaking: Children's Wear I

2 credits; 0 lecture and 4 lab hours

The fundamentals of basic flat patternmaking including industrial practices. Basic slopers and a variety of garments are developed for the toddler (2 to 4T), child (4 to 6X), and girl (7 to 14) size ranges.

PM 242 — Patternmaking: Children's Wear II

2 credits; 0 lecture and 4 lab hours

Second level exploration of flat patternmaking including industrial practices. Students develop advanced garments for the toddler (2 to 4T), child (4 to 6X), and girl (7 to 14) size ranges.
Prerequisite(s): PM 241.

PM 251 — Advanced Adobe Illustrator for Technical Design

2 credits; 4 lab hours

Students learn the fundamental and advanced techniques that are specific to Technical sketching and documentation using Adobe Illustrator software on computers. All aspects of drawing, working with images and garments are covered. Course assignments focus on creating precise and exact technical sketched garments with details and callouts using Adobe Illustrator software. Projects range from starting basic to intermediate/advanced techniques including rendering over croquis to creating flats and details. Focus is creating exact proportionate garments with stitching, trims and details and intricate details as callouts.
Prerequisite(s): TC 111 or approval of chairperson.

PM 255 — Fit Analysis and Technical Documentation

2 credits; 4 lab hours

This course introduces the students to fitting tops, dresses, skirts, pants, and basic jackets on live, professional industry models. Proportions and balance are analyzed, and adjustments and corrections are made on the production pattern.
Prerequisite(s): PM 233.

PM 263 — Patternmaking: Mark and Spread

2 credits; 0 lecture and 4 lab hours

Exploration of marker making (using full-scale patterns and fabric spreading techniques), for the apparel industry. A focus on the effects of efficient marker making on product and garment costing. Covers efficient cutting of complex fabrics, patterns and sizes for mass production.

PM 264 — Patternmaking: Production and Cost

2 credits; 0 lecture and 4 lab hours

Exploration of mass production methods used in the manufacture of garments. Examination and analysis of the principles of garment costing and the common problems encountered in quality control.
Prerequisite(s): PM 121.

PM 271 — Pattern Grading: Misses' and Women's Wear

2 credits; 2 lecture and 2 lab hours

Further study of body and pattern measurements for the purpose of grading larger and smaller sizes.
Prerequisite(s): PM 122 and PM 171.

PM 273 — Computerized Pattern Grading and Marker Making

2 credits; 0 lecture and 4 lab hours

Exploration on the use of computer grading to prepare markets and to grade patterns. System hardware capabilities are covered and basic computer skills are required.
Prerequisite(s): PM 122 and PM 171 or approval of chairperson.

PM 275 — Computerized Pattern Grading and Marker Making for Lectra

2 credits; 0 lecture and 4 lab hours

Students use the latest software programs to grade production patterns and prepare markets. Focuses on digitization, plot, modification of patterns, manipulation of markers and management of file information. System hardware and software capabilities for apparel industry applications are emphasized.
Prerequisite(s): PM 122 and PM 171, or approval of chairperson.

PM 283 — Patternmaking for Knit Garments

2 credits; 2 lecture and 2 lab hours

This course explores various styling techniques for misses' and women's cut-and-sew knit sweaters, pants, dresses, and costumes. Students also learn appropriate methods for steaming, fitting, and finishing garments.
Prerequisite(s): PM 122.

PO: Portuguese

PO 111 — Portuguese I

3 credits; 2 lecture and 2 lab hours

Enables students with no background in Portuguese to communicate with Portuguese-speaking people. The basic skills of speaking, reading, and writing in Portuguese are examined within a cultural context. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

PO 112 — Elementary Portuguese 2

3 credits; 2 lecture and 2 lab hours

Second semester-level study of Portuguese language and of the cultures where Portuguese is spoken/ Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)
Prerequisite(s): PO 111.

PO 122 — Portuguese Conversation I

3 credits; 3 lecture hours

Students learn to converse in Portuguese by emphasizing interaction in real-world situations. Functional and practical verbal communications are addressed, with a focus on the cultures where Portuguese is spoken. (G8: Foreign Language)
Prerequisite(s): PO 111.

PO 299 — Independent Study in Portuguese

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

SC: Science

Mathematics proficiency is a prerequisite for all Science courses. See the description for satisfying mathematics proficiency in the section below that refers to Math.

Math

Mathematics Proficiency is a requirement for the AAS degree and is a prerequisite for all mathematics and science classes. Based on placement, a student who shows need for improvement in mathematics may be required to enroll in MA 080 or MA 081 before registering for classes that have Mathematics Proficiency as prerequisite. Mathematics Proficiency may be demonstrated by a qualifying score on the mathematics portion of the SAT or ACT or by placement exam for students that do not have SAT or ACT scores. The Mathematics Proficiency may also be satisfied by transfer of an appropriate credit-bearing mathematics course or by a passing grade in an equivalent developmental mathematics course offered at another accredited college or university.

SC 032 — Color Science Laboratory

1 credit; 2 lab hours

This lab offers students a hands-on opportunity to learn about the various topics covered in SC 332. State-of-the-art equipment is used to perform spectrophotometric and colorimetric analysis of samples prepared using paints, dyes, filters, colored lights, and colored papers to explore the relationship between color and light, the principles of additive and subtractive color mixing, and instrumentation-based color matching.
Prerequisite(s): mathematic proficiency (see beginning of Science section)
Co-requisite(s): SC 332.

SC 045 — General and Organic Chemistry Laboratory

1 credit; 2 lab hours

Stresses fundamental laboratory techniques. Experiments illustrate and reinforce principles presented in lectures. Organic compounds are prepared. Dyes and synthetic fibers are included where possible.
Prerequisite(s): mathematic proficiency (see beginning of Science section)
Co-requisite(s): SC 145.

SC 046 — Basic Chemistry for Cosmetics and Fragrances Laboratory

1 credit; 0 lecture and 2 lab hours

This lab offers students a hands-on opportunity to learn about the fundamental techniques and methods of the chemistry laboratory as they relate to the various topics covered in SC 146.
Prerequisite(s): mathematic proficiency (see beginning of Science section)
Co-requisite(s): SC 146.

SC 100 — Physical Computing

3 credits; 2 lecture and 2 lab hours

This course introduces students to the Arduino microprocessor, basic electronics, and coding. Using an Arduino, students will construct electronic circuits involving sensors and actuators and write code to control the circuits. Developing such concepts as the internet of things, students will connect their circuits to the internet using wireless technology.
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 111 — Introduction to the Physical Sciences

3 credits; 3 lecture hours

Presents basic principles of chemistry, physics, and earth and space sciences with emphasis on understanding the physical world. Includes theoretical concepts as well as applications. Illustrated by suitable lecture demonstrations. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 112 — Earth Science

3.5 credits; 3 lecture and 1 lab hours

The historical development, current research, and fundamental principles associated with meteorology, geology, and astronomy are studied. Trips to research and field sites are included. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 121 — Introduction to Biological Science

3 credits; 3 lecture hours

Examines the fundamentals of biology with emphasis on molecular, cell, and organismal biology. Biotic diversity, evolution, and genetics are also presented. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 122 — Field Biology

3 credits; 2 lecture and 2 lab hours

Covers the major principles of biology by studying organisms and their interrelationships in natural settings. Emphasis is given to habitats within New York City. Laboratory sessions, a weekend field trip, and visits to wildlife refuges, botanical gardens, and parks are included. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 132 — Color Science for Photography

3 credits; 2 lecture and 2 lab hours

This color science course focuses on topics that are relevant to photography majors, including digital color and light. Weekly laboratory exercises provide students with hands-on experience with the technologies of color analysis and formation. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 145 — Survey of General and Organic Chemistry

4 credits; 4 lecture hours

Develops essential principles of general and organic chemistry, emphasizing a descriptive, rather than mathematical, approach. Provides an awareness of the identities and uses of various chemical compounds. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section)
Corequisite(s): SC 045.

SC 146 — Basic Chemistry for Cosmetics and Fragrances

3 credits; 3 lecture hours

Students are introduced to the basic principles of chemistry, with an emphasis on its application to the formulation of cosmetics and fragrances, in order to understand the physical and chemical properties of a range of beauty products. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section)
Co-requisite(s): SC 046.

SC 147 — The Forensics of Fiber Analysis

3 credits; 2 lecture and 2 lab hours

This course focuses on the fundamental concepts in forensic science by examining sample evidence collected from mock crime scenes. Chemical and spectroscopic techniques are used to introduce the concepts of forensic fiber analysis. (G3: Natural Sciences)
Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 148 — The Science of Jewelry (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with JD 148. This course gives students an understanding of the scientific properties and geologic origins of materials used in the manufacture of jewelry, current issues in ethical and sustainable sourcing of these materials, and economics of the precious metals past and present. Gen Ed: Natural Science (G3).

SC 149 — Chemistry for Cosmetics and Fragrances

3 credits; 2 lecture and 2 lab hours

This course examines the basic principles of chemistry and the chemistry of cosmetics and fragrances. Emphasis is placed on students' becoming scientifically literate in the fireld of chemistry thus allowing them to expand their knowledge of products and applications in the cosmetics industry. Gen Ed: Natural Science (G3).

SC 201 — Plants, Pollinators, and People

3 credits; 3 lecture hours

This course explores modern plant biology with special emphasis on how plants affect humans and society. Emphasis is on experiential work (small groups, in-class experiments, field trips) towards becoming scientifically literate in the field of Biology. (G3: Natural Sciences).

SC 202 — The True Cost: A Product's Life Cycle and the Science of Sustainability

3 credits; 2 lecture and 2 lab hours

Students use key concepts in physical science to explore pathways to global sustainable development. Students perform a life cycle assessment to assess the environmental impact of a product, suggest improvements, and analyze strategies to support upwards of 7.5 billion people within boundaries that define a "safe operating system for humanity.

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 203 — Disease Ecology in a Changing World

3 credits; 3 lecture hours

Students learn ecology and evolution through the lens of infectious diseases, which are of increasing urgency in the modern world, and central to many current and historical social and political topics. Through lectures, readings, labs, guest speakers and creative projects, students learn about what causes disease, how diseases emerge and spread, how humans respond to disease with medicine and technology, and how anthropogenic changes to our environment are impacting the risk and spread of disease. (G3: Natural Sciences)

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 204 — Designing with Emerging Materials (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with TD 204. An introduction to basic skills and knowledge in science and textile design, enabling design innovation. An exploration of textile concepts and integration of the handmade with emerging materials and technologies. Design-led experimental research with biomaterials, biopigments, nanomaterials, and other advanced materials used to envision and prototype sustainable solutions to real world challenges.

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 245 — Chemistry of the Everyday World

3 credits; 3 lecture hours

The natural and synthetic environment surrounding everyday life is used to introduce basic concepts of chemistry. In this course students explore fundamental concepts in chemistry by examining their environment and the ways in which they live.

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 253 — Ecology and Environmental Problems

3 credits; 3 lecture hours

Introduces principles and applications of ecosystem, community, and population ecology, with particular emphasis on the effects of human activities on the natural environment. Current problems in acidification, conservation biology, desertification, global climate change, habitat destruction, ozone depletion, waste management, and pollution are addressed. (G3: Natural Sciences)

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 254 — Ecology and Photography: Sustainable New York (Interdisciplinary)

3 credits; 1 lecture and 4 lab hours

This is an interdisciplinary course cross-listed with PH 254. It is an introduction to field ecology, environmental storytelling, conservation, and wildlife photography and videography. Students are exposed to field trips, lectures, and discussion within some of New York's parks and habitats. Through exploration and personal observations, applied scientific research methods are translated into a series of still pictures and moving images about environmental issues. (G6: The Arts).

SC 299 — Independent Study in Science

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

SC 326 — Human Nutrition

3 credits; 3 lecture hours

Studies the basic principles of nutritional science, including the relationships between health, disease, and special nutritional requirements. History, fads, and fallacies of nutrition are covered. (G3: Natural Sciences)

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 331 — Color Science and Digital Color Reproduction

3 credits; 2 lecture and 2 lab hours

Not open to students who have taken SC 332. The basic principles of color science and how they are applied in digital color reproduction are introduced. Students study the psychophysical basis of color perception, the measurement of color, and additive and subtractive color mixing. They learn how color is input into the computer, how the computer manipulates and displays color, and how color is reproduced in output.

Prerequisite(s): mathematic proficiency (see beginning of Science section).

SC 332 — Color and Light

3 credits; 3 lecture hours

The basic principles of color science, including color measurement and color reproduction, are examined. Emphasis is on the physical basis of color: the relation between color and light, the interaction of light and matter, and the physics of light. Among the topics covered are color vision, color in art and nature, color imaging, light sources, CIE, colorimetric analysis, color matching, and quality control. (G3: Natural Sciences)

Prerequisite(s): mathematic proficiency (see beginning of Science section)

Co-requisite(s): SC 032.

SC 391 — Crime Scene Chemistry (Honors)

4 credits; 3 lecture and 2 lab hours

This course explores fundamental concepts in chemistry by examining actual case studies related to criminal activity. Students learn the techniques used by investigators to gather and analyze evidence and data. The laboratory section of the course provides hands-on experience with the techniques used by scientists in the field of forensic chemistry. (G3: Natural Sciences)

Prerequisite(s): qualification for Presidential Scholars Program or 3.5 GPA with approval of dean for Liberal Arts, and mathematic proficiency (see beginning of Science section).

SC 499 — Independent Study in Science

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

SP: Spanish

SP 111 — Spanish I

3 credits; 2 lecture and 2 lab hours

This introductory course enables students with no background in Spanish to communicate with Spanish-speaking people. The basic skills of speaking, reading, and writing in Spanish are established and the cultures where Spanish is spoken are introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

SP 112 — Spanish II

3 credits; 2 lecture and 2 lab hours

Students expand upon the skills established in Spanish I and continue to study the cultures where Spanish is spoken. Teacher-instructed multimedia language laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): SP 111 or equivalent.

SP 122 — Spanish Conversation I

3 credits; 3 lecture hours

Students learn to converse in Spanish by emphasizing interaction in real-world situations. Functional and practical verbal communications are addressed, with a focus on the cultures where Spanish is spoken. Course also taught abroad during the winter and summer sessions.

Prerequisite(s): SP 111 or equivalent (G8: Foreign Language).

SP 132 — Spanish in Santiago de Compostela

3 credits; 2 lecture and 2 lab hours

Provides an opportunity for total immersion in Spanish and for developing an awareness of the people, customs, and cultures of traditional Spain. Continuation of the practice, development, and use of the basic spoken and written structures of contemporary Spanish. Emphasis is placed on immediate active use of the language. Field trips fulfill the lab component of this course. Four days per week for four weeks in June. (G8: Foreign Language)

Prerequisite(s): SP 112 or equivalent.

SP 141 — Spanish for Spanish Speakers I

3 credits; 2 lecture and 2 lab hours

For Spanish-speaking students who wish to improve their skills in Spanish in order to be competitive in the job market as bilinguals. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language).

SP 142 — Spanish for Spanish Speakers II

3 credits; 2 lecture and 2 lab hours

Spanish-speaking students build on and refine their communication skills and cultural knowledge acquired in SP 141. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): SP 141 or equivalent.

SP 213 — Spanish III

3 credits; 2 lecture and 2 lab hours

This intermediate course is designed to review and refine students' communication skills in Spanish. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where Spanish is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): SP 112 or equivalent.

SP 214 — Spanish IV

3 credits; 2 lecture and 2 lab hours

Building on Spanish III, students refine their communication skills in Spanish. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where Spanish is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): SP 213 or equivalent.

SP 223 — Spanish Conversation II

3 credits; 2 lecture and 2 lab hours

Conversational ability in Spanish is further developed and refined by emphasizing interaction in real-world situations. Advanced functional and practical verbal communications are addressed with a focus on the cultures where Spanish is spoken.

Prerequisite(s): SP 112 or equivalent (G8: Foreign Languages).

SP 299 — INDEPENDENT STUDY SPANISH

1-3 credit

SP 311 — Spanish for Business

3 credits; 2 lecture and 2 lab hours

Conducted entirely in Spanish, this course prepares students for successful communication in the Hispanic business world by building on their existing knowledge of Spanish and emphasizing its practical, real-world use. Students are introduced to technical vocabulary and cultural concepts for expressing basic economic ideas and conducting business. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

Prerequisite(s): SP 142 or SP 214 or equivalent.

SP 499 — Independent Study in Spanish

1-3 credit

SS: Social Sciences

SS 100 — Economics for Fashion Creators

3 credits; 3 lecture hours

This course introduces fashion creators to practical applications of economic concepts needed to run a fashion branding business. Students learn the economic decision-making process for a small start-up that eventually will grow into a large fashion enterprise. In a final project, students formulate a business plan. (G4: Social Sciences).

SS 131 — General Psychology

3 credits; 3 lecture hours

Principles of psychology and their application to general behavior are presented. Stresses the scientific method in understanding learning, perception, motivation, emotion, personality development, and the social influences on human behavior. (G4: Social Sciences).

SS 141 — Macroeconomics

3 credits; 3 lecture hours

Introduction to basic principles and characteristics of economic systems. Primary emphasis is on macroeconomic issues, including national income determination, monetary and fiscal policy, and current economic problems. (G4: Social Sciences).

SS 151 — Introduction to World Affairs

3 credits; 3 lecture hours

Examines the contemporary world including changes in Europe, Russia, and the developing world. Explores timely international issues such as nuclear arms, the breakdown of the Soviet Union, and the Israeli-Arab dispute. (G4: Social Sciences; G9: Other World Civilizations).

SS 171 — Introductory Sociology

3 credits; 3 lecture hours

Study of patterned social behavior and the interrelationships between individual life experience and the social structure that helps to shape it. (G4: Social Sciences).

SS 200 — Personal Finance

3 credits; 3 lecture hours

This course introduces terminology, concepts, and practices of personal finance: the financial planning process, consumer loans, home ownership, saving for retirement, time value of money, interest compounding, inflation, risk diversification, behavioral finance, mutual funds, bonds, and stocks. Tools to evaluate financial decisions at different stages of life are provided. (G4: Social Sciences).

SS 201 — Contemporary Issues in Economics

3 credits; 3 lecture hours

This course covers leading contemporary economic problems, with specific topics chosen from current and recent policy debates such as immigration, health care reform, national debt and executive pay. The objective is to provide a critical economics perspective about these issues, utilizing economic reasoning, theory, and principles.
Prerequisite(s): SS 141.

SS 202 — Bollywood and the Making of India

3 credits; 2 lecture and 2 lab hours

This course is cross-listed with FI 200. Bollywood films are used as a medium to examine changes in contemporary India, including the broader concerns about colonialism, postcolonial, and hegemonic nationalism. Issues from modernity and economic liberalization, to sexuality, caste, class, religious identities, and terror, all in the context of state-building—the making of India, are considered. (G7: Humanities; G9 Other World Civilizations).

SS 203 — Study Abroad in Greece: The Ideals of Excellence in Ancient Greece

3 credits; 3 lecture hours

A study abroad course on how the Greeks pursued excellence in almost every aspect of their lives: in their art and architecture, in their role as citizens, in public speaking, in their physical and mental development, and in their moral education. Examines the Greek ideals of excellence, through readings of classic texts and daily visits to museums and/or historic sites.

SS 231 — Personality

3 credits; 3 lecture hours

Emphasizes normal personality development as viewed from a variety of perspectives, including social, educational, biological, and psychodynamic factors. Students apply these psychological principles to problems of everyday living and gain an understanding of both normal and deviant reactions to life events. (G4: Social Sciences)
Prerequisite(s): SS 131.

SS 232 — Developmental Psychology

3 credits; 3 lecture hours

Studies the development of psychological, emotional, social, and biological processes from prenatal stage and birth to maturity. Emphasis is on critical stages in development as well as application of psychological principles to everyday situations. (G4: Social Sciences)
Prerequisite(s): SS 131.

SS 237 — Industrial Psychology

3 credits; 3 lecture hours

Applies psychological principles to issues in the workplace. Personnel selection, training, leadership, motivation, job satisfaction, performance appraisal, and stress are explored to provide future leaders, managers, and technical specialists with information and skills to enhance their interpersonal and organizational effectiveness. (G4: Social Sciences)
Prerequisite(s): SS 131 or approval of chairperson.

SS 242 — Microeconomics

3 credits; 3 lecture hours

Examines the principles underlying the behavior of business firms, resource owners, and consumers within a system of price-making markets. Emphasis is on pricing, resource allocation, cost analysis, price determination under market structures ranging from competition to monopoly, and a functional approach to the distribution of income. (G4: Social Sciences)
Prerequisite(s): SS 141.

SS 244 — Fashion Economics

3 credits; 3 lecture hours

Students study economic theories and concepts focused on fashion and the fashion industry. Topics include market structure, supply-and-demand analysis, consumer behavior, market competition, historical developments, international environment, and regulation. (G4: Social Sciences)
Prerequisite(s): SS 141 and SS 242.

SS 251 — American Government and Politics

3 credits; 3 lecture hours

Examines the organization and operation of the American political system, including analysis of present national policies and problems. (G4: Social Sciences).

SS 272 — Sex Roles, Marriage, and Family in Transition

3 credits; 3 lecture hours

Sociological study of sex roles and relationships in modern society. Analysis of traditional marriage and family systems, new alternatives, and future trends. (G4: Social Sciences).

SS 275 — Sociology of Race and Ethnic Relations

3 credits; 3 lecture hours

An overview of the major concepts and theories defining the nature of race and ethnic relations, prejudice, and discrimination. Strategies for reducing prejudice and discrimination and promoting intergroup harmony are addressed. (G4: Social Sciences).

SS 277 — Cultural Expressions of Non-Western Dress and Fashion

3 credits; 3 lecture hours

This course introduces students to the sociocultural meanings of ethnic dress. Students examine case studies from non-Western cultures to understand how dress reflects the values and beliefs of traditional cultures, and how ethnic dress has become integrated into today's fashions. (G9: Other World Civilizations).

SS 278 — Latinos in the United States: A Sociological Perspective

3 credits; 3 lecture hours

This course provides an understanding of the socioeconomic, political, and cultural impact of Latinos in the United States. Students explore sociological issues including race, ethnicity, urbanization, gender, immigration, and social mobility that have helped shape Latino culture and values. Comparisons with other ethnic/racial groups in the United States, as well as the differences within the Latino community itself, are addressed.

SS 299 — Independent Study in the Social Sciences

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

SS 300 — Sociology of Everyday Life

3 credits; 3 lecture hours

This course provides students with a sociological understanding of everyday life from a micro-level analysis. Using theoretical perspectives such as symbolic interaction, labeling, and social constructionism, students will examine how social interaction creates and sustains the everyday social worlds people live in, ranging from an airport departure hall to social media sites. (G4: Social Sciences)

Prerequisite(s): SS 171.

SS 301 — Luxury: A Socio-Cultural Perspective

3 credits; 3 lecture hours

This course introduces students to a sociological analysis of the idea and the practice of "luxury" from Western and non-Western perspectives, and they also learn how luxury, as a social arrangement that is related to high culture, is produced, reproduced, and maintained by various institutions around the world. (G4: Social Sciences; G9: Other World Civilizations)

Prerequisite(s): SS 171 or SS 277 or SS 374.

SS 302 — Economics of Energy and Fossil Fuels

3 credits; 3 lecture hours

The course discusses energy markets and especially the economic history, extraction and consumption of the fossil fuels (coal, oil and natural gas). We also discuss energy and environmental polices such as the Cap-and-trade, cap-and-share systems, net-metering or a carbon tax. We will also provide examples of alternative and more sustainable energy policies from other countries. (G4: Social Sciences)

Prerequisite(s): SS 141.

SS 303 — LGBTQ in Society: A Global Perspective

3 credits; 3 lecture hours

This course introduces students to the field of LGBTQ (Lesbian Gay Bisexual Transgender and Queer) Studies, focusing on the sociological dimension of the study of this population both in the West and globally. (G4: Social Sciences).

SS 304 — Introduction to Caribbean Studies

3 credits; 3 lecture hours

This course is cross-listed with MC 304. Introduction to modern Caribbean States and societies with emphasis on their economies, politics and cultures. Students explore current global trends and their impact on the Caribbean region and its diaspora. (G9: Other World Civilizations).

SS 306 — Kimono and Fashion: A Socio-Cultural Perspective

3 credits; 3 lecture hours

The multifaceted history and symbolic nature of the Japanese kimono in relation to the social categories of class and gender. Explores a wide range of conventional kimono variations in addition to distinct kimono worn by those in specific cultural contexts, such as Geisha, Maiko, and Kabuki actors (G4: Social Sciences; G9: Other World Civilizations).

Prerequisite(s): SS 171 or SS 277 or SS 374.

SS 307 — Emotions in Society

3 credits; 3 lecture hours

How are our emotions shaped by society? This course examines sociological theories and research on why we feel what we feel, applying these to social issues such as capitalism, climate destruction, racial injustice, and war to examine shame, pride, sympathy, denial, happiness, and trauma. Students examine their own emotions in order to experiment with thinking more critically about both their own lives and society as a whole. (G4: Social Sciences).

SS 308 — White Gold: Sugar, Power and the Creation of Atlantic Capitalism (Interdisciplinary)
3 credits; 3 lecture hours
This is an interdisciplinary course cross-listed with MC 308. In this team-taught course, students study the political and economic implications of the rise of sugar to dietary prominence and the literary representations of this phenomenon. Students examine the human costs of consumer behavior. (G7: Humanities; G9: Other World Civilizations).

SS 309 — Tattoos and Body Modification: Social Stigma and Acceptance
3 credits; 3 lecture hours
This course examines tattoos and various types of body modification, such as facial piercing and scarification, in Asian, Southeast Asian and Polynesian cultures. Students are introduced to ethnographic studies on tattoos and other corporal adornment practices and learn how the biological human body is transformed into a social canvas. (G4: Social Sciences; G9: Other World Civilizations)
Prerequisite(s): SS 171 or SS 277 or SS 306 or SS 374.

SS 334 — The Psychology of Color
3 credits; 3 lecture hours
Examines the importance of color and its influences on behavior. Topics include the biological and perceptual characteristics of color, fundamental color research, societal and cultural influences on the meanings and uses of color, adaptations of color in both natural and manmade environments, and the interaction between personality and color. Special attention is given to the application of color in both industry and everyday life. (G4: Social Sciences)
Prerequisite(s): SS 131 or approval of chairperson.

SS 335 — Abnormal Psychology
3 credits; 3 lecture hours
This course is designed to help students understand the symptoms, causes, and treatment of psychological disorders and the contemporary issues facing mental health practitioners and researchers. Issues related to abnormal psychology are presented from theoretical research and clinical perspectives. (G4: Social Sciences)
Prerequisite(s): SS 131.

SS 336 — Psychology for Sustainability
3 credits; 3 lecture hours
Students explore the psychological relationship between humans and their natural and built environments to gain insight into environmental problems and generate solutions. Topics include conscious and unconscious influences on human behavior, social norms and influence, the role of contingencies, the neurotoxic effects of pollution, and the psychology of environmental stress. (G4: Social Sciences).

SS 337 — Crime in the Global, Digital Society - Honors
3 credits; 3 lecture hours
Students are familiarized with critical and contemporary sociological theories of crime. They will apply these theories to global and local empirical case studies and examine how the nature, extent, causes and control of crime and criminal offending should be understood within interrelated local, transnational, and global societal contexts. Qualification for Presidential Scholars Program or 3.5 GPA with approval of Dean of Liberal Arts. (G4: Social Sciences).

SS 338 — Happiness & Human Flourishing - Honors
3 credits; 3 lecture hours
Students explore the psychological aspects of a fulfilling and flourishing life by critically reviewing and analyzing scientific work drawn from the field of positive psychology. Topics include happiness and positive affect, well-being, empathy, friendship, love, achievement, creativity, mindfulness, spirituality, and humor. Qualification for Presidential Scholars Program or 3.5 GPA with approval of Dean of Liberal Arts. (G4: Social Sciences).

SS 339 — Introduction to Development Economics - Honors

3 credits; 3 lecture hours

This course introduces students to development economics and investigates why some countries are poorer than others and what economic policies help countries achieve growth (G4: Social Sciences).

Prerequisite(s): SS 141 and SS 151.

SS 340 — The Psychology of Gender, Perception and Self-Expression

3 credits; 3 lecture hours

Through critical engagement with psychological theories of gender and cognition, this course challenges students to think how gender affects our sense of self, how we communicate that self, and how others perceive us. It encourages students to imagine new possibilities for how we embody our identity and interact based on fashion.

Prerequisite(s): SS 131.

SS 341 — Women and Global Politics

3 credits; 3 lecture hours

This course will examine how gender intersects in, and shapes, international relations through an examination of issues in international conflict and in the international political economy. The course will focus on the global women's movement as a considerable player in international politics, incorporating the experiences of women as well as feminist analyses. (G9: Other World Civilizations).

SS 343 — Labor Economics

3 credits; 3 lecture hours

Examines labor economics and labor institutions' role in the U.S. economy. Major subjects include the changing labor force and its composition, labor markets, labor unionism, collective bargaining, labor legislation, and government regulation. (G4: Social Sciences)

Prerequisite(s): SS 141 and SS 242.

SS 345 — Fundamentals of Finance for Fashion Industries

3 credits; 3 lecture hours

This course focuses on the basic principles and concepts of international finance relevant to the fashion-related industries. Topics include the world financial system and institutions, and financial instruments and their use from a practical standpoint. (G4: Social Sciences)

Prerequisite(s): SS 141 and SS 242.

SS 352 — Contemporary Western Europe

3 credits; 3 lecture hours

Introduction to the Western European countries and societies and their relations with each other and with the rest of the world. (G4: Social Sciences).

SS 353 — Latin America Today

3 credits; 3 lecture hours

Introduction to modern Latin American states and societies with surveys of their economies, politics, and cultures. Also explores inter-American and international relations. (G4: Social Sciences; G9: Other World Civilizations).

SS 354 — Comparative Political Systems

3 credits; 3 lecture hours

Study of political systems with a global perspective; compares and contrasts contemporary political ideologies, institutions, and processes from democracies to authoritarian regimes, advanced industrialized economies to developing countries. (G4: Social Sciences; G9: Other World Civilizations).

SS 356 — Asia in Motion: National, International, and Transnational Relations

3 credits; 3 lecture hours

Examines the complexity, diversity, and dynamics of East Asian and Southeast Asian politics. The course analyzes Asia and its moves toward modernity in terms of politics, economics, and culture. Topics include modernization, post-World War II political settings, and post-Cold War regional integration. (G9: Other World Civilizations).

SS 374 — Cross-Cultural Studies

3 credits; 3 lecture hours

This course provides conceptual and practical knowledge of the societies and cultures, economies, histories, and institutions of non-Western societies. Special attention is paid to the distinctive features of Japan and India. Students are introduced to the range and significance of cultural differences and will be prepared to adapt to these cultural differences as they move into international arenas. (G4: Social Science; G9: Other World Civilizations)

Prerequisite(s): two introductory Social Sciences courses (SS 131, SS 141, SS 151, or SS 171) or approval of chairperson.

SS 376 — Clothing and Society

3 credits; 3 lecture hours

Examines the development of dress, adornment, and appearance as a nonverbal mode of communication and explores the meaning of clothing in modern American society. (G4: Social Sciences)

Prerequisite(s): two introductory Social Sciences courses (SS 131, SS 141, SS 151, or SS 171) or approval of chairperson.

SS 378 — Asian Global Popular Culture

3 credits; 3 lecture hours

Students examine the global production, consumption, and reproduction of popular culture products in Asian countries, such as Korea, Japan, and India. Cultural products such as films, television sitcoms, pop music, comic books, and animation from South and East Asian societies are examined from local and global perspectives, and analyzed using social scientific tools and methodologies. (G4: Social Science; G9: Other World Civilizations).

SS 379 — Sociology of the Digital Era

3 credits; 3 lecture hours

This course explores the impact of digital information and communication technologies (ICT's) in everyday life. Students examine how digital ICT's have transformed social relations, social structures, identity formation processes, and cultural, political, and economic practices. (G4: Social Sciences).

SS 385 — Social Psychology

3 credits; 3 lecture hours

Human behaviors such as aggression, prejudice, attraction, attitude formation, conformity, helping, and group processes are examined with particular emphasis on their current applications. (G4: Social Sciences)

Prerequisite(s): SS 131.

SS 386 — Youth Subculture, Identity, and Fashion: A Sociological Perspective

3 credits; 3 lecture hours

This course explores youth subcultures, in relation to gender, race and class identity. Students are introduced to various case studies of youth subcultures around the world, including Goth, Punk, and Lolita, and analyze how their values, norms, attitudes and beliefs are reflected on their styles. (G4: Social Sciences; G9: Other World Civilizations)

Prerequisite(s): SS 171 or SS 277 or SS 374.

SS 391 — Economic Ideas - Past and Present - Honors Program

3 credits; 3 lecture hours

Traces the rise of major economic philosophies from before Quesnay through Smith, Ricardo, Marx, Keynes, and beyond. The evolution of broad-scale models of social reality and their relationships to the times in which economists lived are emphasized. (G4: Social Sciences).

SS 392 — Psychopathology and Modern Life (Honors)

3 credits; 3 lecture hours

Students learn the symptoms, causes, and treatment of psychological disorders and the contemporary issues facing mental health researchers and practitioners. Psychopathology is presented as both a scientific and a clinical endeavor that gives students the clearest understanding of the field. Information from the text and lectures is based on current research, findings, and different theoretical approaches. (G4: Social Sciences)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

SS 393 — Politics in the Middle East (Honors)

3 credits; 3 lecture hours

The most significant issues in Middle Eastern politics are presented in three parts: an examination of the ethnic, geopolitical, and religious composition of the Middle East; an exploration of issues of conflict, including the Arab-Israeli dispute and the Persian Gulf War; and a study of the nature of economic and military cooperation among countries in the Middle East and with other countries. Topics analyzed include economic development, moves toward democratization, and regional alliances. (G4: Social Sciences; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

SS 394 — Global Financial Markets (Honors)

3 credits; 3 lecture hours

This course discusses the general principles and main concepts of international finance. Topics such as the world financial system and institutions, global financial instruments, and interruptions in the international financial markets (i.e. the financial crisis of 2008, the East Asian financial crisis) are addressed. (G4: Social Sciences)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

SS 395 — International Conflict in the 21st Century (Honors)

3 credits; 3 lecture hours

This course examines the nature of international conflict in the 21st century. Students analyze how international conflicts have occurred through time while examining the question of why people and states take particular types of actions. Students review case studies that demonstrate examples of post-cold war conflict including terrorism, civil war, and international intervention. (G4: Social Sciences; G9: Other World Civilizations)

Prerequisite(s): qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts.

SS 396 — Social Experiments: Answering the Questions of Social Psychology (Honors)

3 credits; 3 lecture hours

Classic and contemporary experiments in social behavior are reviewed, and methodological procedures in social psychology research emphasized. Student teams design and conduct appropriate, controlled experiments on topics relating to social psychology, including attitude and stereotypical conformity, aggression, or helping behavior. (G4: Social Sciences)

Prerequisite(s): qualification for Presidential Scholars Program or 3.5 GPA with approval for dean of Liberal Arts.

SS 397 — Religion and Global Politics (Honors)

3 credits; 3 lecture hours

This course is designed to guide students to understand and reflect on how religion influences global politics. Students discuss the role religion plays in driving contemporary political events in multiple, multifaceted and mysterious ways. (G7: Humanities).

SS 442 — ENVIRONMENTAL ECON & POLICY

3 credits; 3 lecture hours

The foundations of environmental and natural resource economics are examined. Current economic approaches to the valuation of environmental issues, including economic incentive policies, internalization of environmental costs, public policy, and related multilateral trade issues, are discussed. Students analyze property rights as well as uses and restrictions of the global commons. (G4: Social Sciences)

Prerequisite(s): SS 141 or SS 242.

SS 443 — International Economics

3 credits; 3 lecture hours

Reviews the origins of modern international economic theory and discusses present patterns of trade and finance, including the balance of payments and its economic effects, exchange rates, international commodity agreements, and tariff policies. Includes an analysis of the relationship between international economics and current U.S. economic problems. (G4: Social Sciences)

Prerequisite(s): SS 141 and SS 242.

SS 444 — Presidential Scholars Senior Seminar (Honors)

3 credits; 3 lecture hours

The Presidential Scholars Senior Seminar provides students an opportunity to explore topics of their choosing in a culminating academic project. Students will narrow topics, develop research questions, employ research methods, and produce a thesis/creative project with an accompanying presentation of their #ndings. Qualification for Presidential Scholars program or 3.5 GPA Dean of Liberal Arts.

SS 445 — Money and Banking

3 credits; 3 lecture hours

Reviews the monetary and banking system of the United States, with emphasis on its structure and regulation. The theoretical framework of the monetary system and its relation to monetary policy are also studied. (G4: Social Sciences)

Prerequisite(s): SS 242.

SS 446 — Economies of Latin America

3 credits; 3 lecture hours

The course reviews modern international economic theory and its application to the Latin American economies. Major topics include trade theory and regulation, industrial policies, regional trading agreements, and the role of multinational enterprises and financial issues. Students examine theoretical concepts within the context of the historical and current economic experiences of Latin America. (G4: Social Sciences; G9: Other World Civilizations)

Prerequisite(s): SS 141 and SS 242.

SS 499 — Independent Study in the Social Sciences

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts.

TC: Technical Design

TC 111 — Beginning Adobe Illustrator for Technical Design

2 credits; 4 lab hours

Students learn the fundamental basic sketching using Adobe Illustrator. Course assignments focus on creating garments using Adobe Illustrator software. Project is final portfolio of customer profile, mood board, fabric board, color board and 12 Adobe Illustrated coordinate group both fronts and backs. The basic of Illustrator is taught so students are capable of going into the Advanced Adobe Illustrator course learning technical sketching for technical packets.

TC 200 — Patternmaking and Construction for Faux Fur/Women's Wear

2 credits; 4 lab hours

Patternmaking and construction of women's garments using fake fur. Patterns of basic silhouettes and corollary pieces such as garment linings, facings, pockets, collars, and sleeves are created, and the requirements for garment construction using various types of fake furs will be covered. Students will produce a sample garment.
Prerequisite(s): PM 121.

TC 201 — Production Pattern Development For Women's Denim

2 credits; 4 lab hours

Students are introduced to denim by analyzing body and dress forms, various denim washes, shrinkage ratios, shrinkage added garments for jeans and denim jackets, and production specification measurements. By using the most current data developed by the industry for denim, the course leads students through a better understanding of the important areas of the denim, washes and body types that present a challenge when developing styles.
Prerequisite(s): PM 121 and PM 122.

TC 202 — Computerized Pattern Corrections and 3D Avatar Fitting

2 credits; 4 lab hours

This course focuses on garment fit analysis and pattern corrections using the two major CAD programs used in the apparel industry. Students learn advanced computerized patternmaking using Gerber Accumark PDS (Pattern Design System) and 3D virtual garment fitting using Optitex PDS. By analyzing garment fittings in the virtual environment, they learn the relation between fit issues and pattern corrections.
Prerequisite(s): PM 233 or PM 273 or PM 255.

TC 232 — Patternmaking for Evening and Bridal Dresses

2 credits; 4 lab hours

An exploration into proportion and balance through development of garments prepared for the production process. Design integrity balanced with corrections for pattern fit is included.
Prerequisite(s): PM 121 and PM 122.

TC 311 — Production Pattern Development I

2 credits; 1 lecture and 2 lab hours

This course focuses on the development of production-ready patterns for woven fabrics from technical specification sketches. Students analyze the effects of body measurements, pattern shapes, and production construction techniques on garment fit, quality, and performance.

TC 312 — Production Pattern Development II

2 credits; 1 lecture and 2 lab hours

Students further develop skills learned in TC 311 through an emphasis on fit concepts and patterns for woven, knit, and lined garments. Students learn to recognize and apply pattern corrections that maintain garment balance, proportion, and design integrity.
Prerequisite(s): TC 311.

TC 321 — Computerized Pattern Development

2 credits; 1 lecture and 2 lab hours

Students learn to develop computerized flat patterns using state-of-the-art apparel industry software. Students use and incorporate the various functions in the software menus as they create, modify, store, and plot production patterns.

TC 322 — Computerized Grading, Marking, and Specs

3 credits; 1 lecture and 4 lab hours

Students learn to use a state-of-the-art apparel industry grading and marking software system to grade patterns, make markers, and manage files. Course stresses the importance held by fabric properties on the development of accurate graded specs for patterns and for marker making.
Prerequisite(s): TC 311 and TC 321.

TC 341 — Technical Design: Wovens

2 credits; 1 lecture and 2 lab hours

This course explores in depth the technical design process for woven garments. Students utilize digital imaging, industry-specific terminology, and software to create full tech packages. Through case studies and hands-on techniques, they incorporate problem-solving methods used by technical designers in the industry.
Prerequisite(s): TC 311 and (AR 215 or FF 242) and (FD 241 or MG 252 completed spring 2008 or later).

TC 421 — Computerized Pattern and Fit Corrections

2 credits; 1 lecture and 2 lab hours

Students analyze garment fittings and then make corrections to computerized patterns using the more advanced features of the pattern design system. They manage the data file information and communicate complete fit and pattern technical details.
Prerequisite(s): TC 312, TC 322, and TC 341.

TC 441 — Technical Design II: Stretch

2 credits; 1 lecture and 2 lab hours

Using industry product data management software systems, students construct full technical design packages for stretch garments. Students explore the effects of stretch on pattern shape and fit. They identify the accuracy of finished garments and communicate the revisions necessary for various sample stages.
Prerequisite(s): TC 312, TC 322, and TC 341.

TC 451 — Production and Technical Design

2 credits; 2 lecture hours

This course stresses the relationship between technical design and the apparel production cycles and manufacturing processes. Discussions center on sourcing and logistics, apparel standards, compliance and regulations, current industry issues, and business ethics and conduct.
Prerequisite(s): TC 322, TC 341, and MG 314.

TC 491 — Technical Design Senior Project

2.5 credits; 1 lecture and 3 lab hours

Student teams strategize on how to improve the market share for a specific product or brand. Each team develops innovative technical design solutions for various product life cycle stages. They present their actual products and a written review/case study subject to critical industry evaluation.
Prerequisite(s): TC 421 and TC 441.

TD: Textile Design (See also SD)

TD 101 — Experimental Screen Printing

3 credits; 2 lecture and 2 lab hours

Students experiment designing with screens and printing on fabric while working in an actual workshop surrounding. Includes screen making, color mixing, and printing techniques.

TD 103 — Embroidery

2 credits; 1 lecture and 2 lab hours

This course is an introduction to the art of hand embroidery and related forms of stitching. Students explore traditional and contemporary techniques to develop their own creative practice through class and individual projects. This course introduces embroidery as both a commercial application and a creative medium.

TD 111 — Computer-Aided Design Principles for Textile Design

1.5 credits; 3 lab hours

An introduction to the fundamentals of computer-aided textile design. Students use current, off-the-shelf graphics software to produce original designs, croquis and repeat layouts, coordinates, and color combinations while exploring color palettes, scale, and proportion. Web resources, scanning, file management, and printing options are explained, and presentation skills are emphasized.

TD 112 — Textile Color Fundamentals

2 credits; 1 lecture and 2 lab hours

Introduction to traditional color theories and systems through comparisons and analysis. Color experimentation for use in textile fashion and home furnishing fabrics is developed in opaque watercolour (gouache).

TD 113 — Textile Surface Design: Styles & Sources

2 credits; 1 lecture and 2 lab hours

An introduction to the design styles, design vocabulary, and research methods necessary for creating original textile surface designs. Through image-based lectures, discussions, museum visits, design projects, and presentation critiques, students explore themes in fashion and the applied arts that will serve as a foundation in their future design work.

TD 114 — Computer Aided Print Design

3 credits; 6 lab hours

Computer-aided design software skills and techniqus are applied to create original textile designs. Based on current market trend research, students create digital designs using a variety of layouts, repeats and seasonal palettes. They produce visualizations of their designs and printed presentations for their portfolio.

TD 115 — Introduction to Textile Surface Design

2 credits; 4 lab hours

Textile design painting techniques and terminology are explored through research and assembly of reference material. Students strengthen design skills and create painted designs in repeat for the fashion fabrics market.

TD 126 — Textile Design Studio Practices

3 credits; 6 lab hours

Students develop original design concepts for apparel fabrics painting with gouache and dye. Trend information and references from a variety of sources is researched and analyzed for design inspiration. Technical and design related aspects of printing, layout, repeat and color according to industry standards is examined and applied.

TD 131 — Woven Design I

1.5 credits; 3 lab hours

Introduction to creating woven fabrics on a table hand loom. Students learn basic weaving techniques, drafting of weaves, and the interrelation of yarns, color, and weave structure in a fabric design.

TD 132 — Woven Design II

1.5 credits; 3 lab hours

Continued creative and experimental application of techniques learned in TD 131. Using the four-harness table loom, students are introduced to complex threadings and warp color arrangements to create weave patterns and textures.

Prerequisite(s): TD 131 or approval of chairperson.

TD 138 — Introduction to Woven Design

2.5 credits; 1 lecture and 3 lab hours

This introductory course provides students an opportunity to create fabrics for apparel, home fashion, accessories and fine art. Hand looms are used to introduce weave structure, color and texture. Students translate ideas into original designs in the medium of weaving.

TD 141 — Nature Studies

1.5 credits; 3 lab hours

Study of design in nature as a source of inspiration for textile design. Students analyze growth and structure of plants and other forms of nature using live flowers and marine life as models for drawing and painting in representational techniques. (G6: Arts).

TD 142 — Advanced Nature Studies

1.5 credits; 3 lab hours

Painting from flowers and other nature forms with continued emphasis on observation, selection of color, structure, and design patterns. Students use forms in nature as a basis for stylized compositions in line and color. (G6: Arts)Prerequisite(s): TD 141.

TD 155 — Decorative Fabrics

2 credits; 4 lab hours

For one- year Textile/Surface Design students. The application of print design techniques to designing for home furnishings fabrics and wall coverings, using various media. Using professional methods and technical requirements, designs are created for residential, commercial, and industrial spaces.

TD 157 — Wallcovering Design

1.5 credits; 3 lab hours

This course focuses on the creative development of original wallcoverings. Through the study of historical documents and references, students explore design and production methods needed to create multi-layered compositions. They learn about the wallcovering market through the introduction of home furnishing trends, design styles, and current production standards.

TD 161 — Fundamentals of Screen Printing

2 credits; 4 lab hours

Screen printing is the most widely used technique for printing in the textile industry. This course introduces the process of screen printing as both a commerical application and a creative medium. Students use imagery, drawing style, color an placement to produce original textile designs. Manual and digital techniques are applied to create artwork and print designs in repeat.

TD 183 — Screen Printing: T-Shirts and Related Products

2 credits; 4 lab hours

Using modern screen print technology, students create original engineered designs for T-shirts and related products. Color-mixing principles and screen printing techniques are taught.

TD 202 — Advanced Professional Practices

3 credits; 6 lab hours

Students develop original designs and coordinates using design trends as inspiration. A stronger awareness of the textile/surface design industry is established via lectures, demonstrations and market visits,. Preparation of student portfolios and professional presentation is emphasized.

Prerequisite(s): TD 126.

TD 203 — Textile Arts in India

2 credits; 4 lab hours

A short term study abroad course in Rajasthan, India exploring textile artisan culture. Students work alongside local artisans, maintain a sketchbook, and create a design collection based on research from tours, academic lectures, workshop presentations, and museum visits.

TD 204 — Designing with Emerging Materials (Interdisciplinary)

3 credits; 2 lecture and 2 lab hours

This is an interdisciplinary course cross-listed with SC 204. An introduction to basic skills and knowledge in science and textile design, enabling design innovation. An exploration of textile concepts and integration of the handmade with emerging materials and technologies. Design-led experimental research with biomaterials, biopigments, nanomaterials, and other advanced materials used to envision and prototype sustainable solutions to real world challenges.
Prerequisite(s): mathematic proficiency (see beginning of Science section).

TD 205 — Textile Design in the Andes

2 credits; 1 lecture and 2 lab hours

This short-term study abroad course to Santiago, Chile and its environs is for students interested in exploring textile design through hands-on learning and cultural immersion. Hosted by The Design School at Duoc UC, students will be given the opportunity to work with artisans, visit museums, retail stores and participate in workshops, with an emphasis on combining traditional and contemporary textiles. Students will produce a collection of portfolio-ready art while abroad.

TD 211 — Surface Design in Paris

3 credits; 3 lecture hours

Students learn how to do extensive surface design research while abroad in Paris. Through on-site visits to design studios, galleries, libraries, museums, stores, and trend forecasting companies, students research an area of design interest for hard and/or soft product. Students keep a journal/sketchbook, give weekly oral presentations, and write a paper about the project outcomes of their research. Approximately three weeks in the summer. (Formerly SD 211)
Prerequisite(s): HA 112.

TD 212 — CAD and Design Fundamentals for Printed Textiles

1.5 credits; 3 lab hours

This course introduces students to design and CAD fundamentals for printed textitle design. Design and production processes are explained. Students research trend information to create collections of repeating designs for specific markets.

TD 224 — Computer-Aided Print Design

1.5 credits; 3 lab hours

Using Adobe Photoshop, students scan images and create original designs, repeats, colorways, and coordinates targeting specific markets. Emphasis is on creative use of the software, awareness of industry trends, and the development of an original portfolio of digitally produced designs.

TD 227 — Painting on Fabric

2 credits; 1 lecture and 2 lab hours

Students paint directly on silk, cotton, and synthetic fabrics, using appropriate pigments or dyes for setting colors permanently. Explores use of hand-painted fabrics for home furnishings, fashion, and studio applications.

TD 228 — Techniques for Fashion Fabrics

2 credits; 4 lab hours

Students learn the research, design, and technical skills needed to create textiles for the apparel and home furnishings markets. Emphasis is placed on research methods and experimentation with materials, techniques, and color to create textural effects using a variety of mixed media. (Formerly SD 228)
Prerequisite(s):SD 122, SD 125, TD 122, or TD 125.

TD 238 — Woven Design and CAD

3 credits; 6 lab hours

Students are introduced to the computer process for designing wovens using proprietary weaving software. Hand woven collections are developed using complex harness structures. Trend analysis is used to inspire collections.

Prerequisite(s): TD 138.

TD 251 — Techniques for Decorative Fabrics and Surfaces

3 credits; 6 lab hours

A focus is placed on the design aspects, techniques and technical requirements of home furnishings, decorative fabrics and surfaces. Large-scale layouts, research sources and current trending information are used in the creation of original designs. Students experiment with a variety of art materials and mixed media techniques including finishes, textures and embellishments to create original designs and simulate effects from design references.

Prerequisite(s): TD 126 or TD 115.

TD 253 — Advanced Decorative Fabrics

2 credits; 4 lab hours

Exploration of the design and technical skills required in the home furnishings textile industry. Through on-site field trips and research, students explore and analyze design inspiration. Students learn the technical aspects of painting, layout, repeat and color. Through new approaches to layouts, techniques and colors, students are sensitized to the needs of home textile for the interior design industry.

Prerequisite(s): TD 155 or TD 251.

TD 262 — Advanced Screen Printing

3 credits; 6 lab hours

Emphasizing the development of personal style and professionalism in a modern screen printing environment, this course explores advanced methods of desiging and printing yardage fabric. Students choose a market and produce a collection of autographically or digitally produced designs printed in repeat and in multiple color ways.

Prerequisite(s): TD 161.

TD 263 — Advanced Screen Printing: T-Shirts and Related Products

2 credits; 4 lab hours

Advanced modern design techniques and industrial trends for T-shirts, apparel, accessories and home products are explored. Emphasis placed on mixed-media and multi-color projects, and the use of specialty inks on a variety of surfaces. Manual and digital methods used for design creation.

Prerequisite(s): TD 183 or TD 101.

TD 271 — Textile/Surface Design Using Adobe Illustrator

2 credits; 1 lecture and 2 lab hours

Students learn to use Adobe Illustrator for application to textile and surface design and gain proficiency in working between Adobe Illustrator and Adobe Photoshop. Target markets and the creative use of software for portfolio development are emphasized.

Prerequisite(s): TD 114 or TD 224.

TD 299 — Independent Study in Textile Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

TD 302 — Fashion Studio for Print Design

1.5 credits; 3 lab hours

This course uses proprietary software for designing repeats and print collections. CAD workflow practices, color matching, color-reduction, colorways and technical data are integrated with digital processes for designing repeats and print collections. Focused concept development and trend-forecasting research are used to create portfolio quality digital collections that meet industry standards.

Prerequisite(s): TD 114 or TD 224 or Instructor Approval.

TD 312 — Computer Graphics for Textile Design I

2 credits; 1 lecture and 2 lab hours

Introduction to creating artwork on the computer, including scanning and cleaning images, original patterns, colorways, repeats, and woven fabrics. Designs are applied to fashion silhouettes for merchandising collections targeting specific markets. Portfolio-quality presentations are produced using digital printouts.

TD 313 — Advanced Photoshop and Illustrator

3 credits; 6 lab hours

This advanced class builds on students' existing knowledge of Adobe Photoshop and Illustrator to expand their skill level. Students create a design collection and presentation boards. Focus is placed on professional workflow, color management and preparation for traditional and digital production in the textile/surface design industry.

Prerequisite(s): TD 224 or TD 114 and TD 271.

TD 333 — Fundamentals of Jacquard Design

3 credits; 6 lab hours

Introduction to the fundamentals of jacquard design for the creation of woven fabrics using complex weave structures. Students use the latest software technology to create a portfolio of innovative designs for today's textile industry.

Prerequisite(s): TD 334.

TD 334 — Complex Dobby Wovens

3 credits; 6 lab hours

Advanced drafting skills are applied to the creation of woven designs on harness dobby looms. Students use the latest software to create fabric simulations and to plan designs. Utilizing hand weaving, students explore materials, develop color, and consider end use for their fabrics.

Prerequisite(s): TD 238.

TD 353 — Custom Rug and Carpet Design

2 credits; 4 lab hours

This course covers design of tufted and printed carpeting for custom, commercial, and mass markets. Students study repeats and technical requirements in carpet design, trends in construction, color coordination for various types of interiors, and the application of all types of printing and tufting equipment used in industry. Guest speakers and field trips are included.

TD 356 — Tabletop and Related Products

3 credits; 6 lab hours

Original design concepts are created for ceramic products, glassware and paper products for the home furnishings, giftware and tabletop industries. Decorative product designs are rendered in perspective to scale. Sources, product requirements, current trending information, sustainability issues and licensing is covered.

TD 357 — Applied Surface Design for the Home

3 credits; 6 lab hours

Students research design possibilities to create color/pattern-coordinated designs for a spectrum of home products. Critiques are in direct consultation with industry.

TD 361 — Screen Printing Scarves

3 credits; 6 lab hours

Students apply research of historic and contemporary references to develop of designs for hand printed scarves. Unique innovative concepts, including a focus on the use of color, are explored within a professional studio context.

Prerequisite(s): TD 161 or TD 101.

TD 362 — Screen Printing for Accessories Design

2 credits; 4 lab hours

Screen printing provides and array of unique applications for accessory design; original motifs, printed on a variety of materials including fabric and leather, custom design lining fabrics and multicolor prints with textural effects for a variety of products. Students develop original designs which they hand screen print in a professional studio setting.

TD 412 — Computer Graphics for Textile Design II

2 credits; 1 lecture and 2 lab hours

Advanced use of graphic design software with emphasis on woven fabric designs, knits, and tonal prints. Designs are texture-mapped onto garments and home furnishings images for specific markets, resulting in a digital portfolio.

Prerequisite(s): TD 312.

TD 413 — CAD for Portfolio Presentation

2 credits; 0 lecture and 4 lab hours

Students create a collection of digital textile designs that coordinate with the theme developed in TD 462. Using CAD programs, students develop this collection for the Textile/Surface Design BFA Senior Exhibition. Using these digital designs and other portfolio quality CAD designs, students build an online portfolio.

Prerequisite(s): TD 313.

TD 414 — Digital Knit Design

3 credits; 6 lab hours

This course utilizes a variety of digital media to develop knit fabric collections and strengthen computer design skills. Through lectures, research and hands-on projects, students become familiar with knit design materials, terminology and development techniques. Using proprietary CAD software, students create knit fabric designs, yarm simulations, communicate color and pattern, and develop a professional portfolio for the apparel and home fashion markets.

TD 452 — Custom Carpet and Rug Design

3 credits; 6 lab hours

Production of designs for area rugs and carpet for residential and commercial markets. Skills developed for both conventional and digital designs. Fiber use and manipulation as applied to hand tufted, hand knotted, printed and woven qualities are explored.

Prerequisite(s): TD 251.

TD 462 — Portfolio Collection

3 credits; 6 lab hours

Preparation of a professional portfolio collection inspired by research and influenced by market trends. Students' collections include coordinated designs for fashion, home, contract, or product, and incorporate printed, woven, fiber art, knit, and software applications.

TD 471 — Advanced CAD with Adobe Photoshop and Fashion Studio

1.5 credits; 3 lab hours

Students develop advanced skills in Adobe Photoshop applied to surface design. Fashion Studio software is incorporated into the course, with the objective of designing product for a global marketplace using current trend information. (Formerly SD 471)

Prerequisite(s): SD 224 or TD 224.

TD 473 — Advanced Digital Studio

3 credits; 6 lab hours

Students use proprietary textile design software to develop engineered fashion prints based on trend forecasting information. Technical aspects such as color separation for screen print and color matching for digital print production are applied. Students follow professional design studio practices to create fashion collections.

Prerequisite(s): TD 313.

TD 481 — Screen Printing: Scarves

2 credits; 4 lab hours

Studies the requirements, limitations, and possibilities of designs for scarves. Students prepare screens, mix colors, and print a variety of fabrics with emphasis on techniques and fashion trends.

TD 491 — Internship

3 credits

A 12-week internship in industry, scheduled individually for a minimum of 126 hours at the worksite and 9 hours on campus. Students have the opportunity to intern in the product design, home furnishings, or apparel industry.

TD 499 — Independent Study in Textile Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

TL: Ladies Tailoring (See also AF, AP, AR, DP, FD, FF)

TL 111 — Ladies Tailoring I

2.5 credits; 1 lecture and 3 lab hours

Introduces students to the fundamental hand and machine skills. Includes construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and fabrics. Basic knowledge of sewing is required.

TL 112 — Ladies Tailoring II

2.5 credits; 1 lecture and 3 lab hours

Develops skills and techniques necessary to produce ladies' tailored slacks and vests. Includes construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and finishes for ladies' tailored slacks and vests.

Prerequisite(s): TL 111.

TL 211 — Ladies Tailoring III

2.5 credits; 1 lecture and 3 lab hours

Employs industrial standards for tailoring ladies' jackets. Includes construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and knowledge and working properties of fabrics and finishes for ladies' tailored jackets.

Prerequisite(s): TL 112.

TL 212 — Ladies Tailoring IV

2.5 credits; 1 lecture and 3 lab hours

Employs industrial standards for tailoring ladies' topcoats or overcoats. Includes advanced construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and finishes for ladies' topcoats and overcoats.

Prerequisite(s): TL 211.

TS: Textile Science (See also TT)

TS 015 — Textiles for Production Management Laboratory

1.5 credits; 3 lab hours

For Production Management: Fashion and Related Industries students. Provides laboratory study in conjunction with the textile principles learned in TS 115. Physical, chemical, and optical procedures are used to evaluate the properties of a wide range of fabrics.
Co-requisite(s): TS 115.

TS 111 — Fundamentals of Textiles

3 credits; 2 lecture and 2 lab hours

General study of textile materials with an emphasis on the factors that produce successful fabrics in the marketplace, including fibers, yarns, construction, color, and finish. Characteristics of a wide range of market fabrics are examined.

TS 115 — Textiles for Production Management

3 credits; 3 lecture hours

For Production Management: Fashion and Related Industries students. Study of textile materials with emphasis on factors of concern to the manufacturer of apparel, including fiber types, construction, and finishes.
Co-requisite(s): TS 015.

TS 116 — Knit Design Principles and Technology

2 credits; 1 lecture and 2 lab hours

In this introductory course, students learn to identify, analyze, design, and document weft-knitted fabrics. The class covers the relationships between knit fabric structures and the technology used to create them. Students create original designs on industrial machinery and on computer patterning workstations.

TS 122 — Textile Principles for Interior Design

1.5 credits; 1 lecture and 1 lab hour

For Interior Design students. Study of textile materials with emphasis on fabrics used by interior designers. Fiber content, yarn type, construction, coloration, and finish are examined.

TS 131 — Textile Principles for the Fashion Designer

3 credits; 2 lecture and 2 lab hours

For Fashion Design students. Study of textile materials with an emphasis on the factors that produce a successful apparel fabric. Fabric characteristics such as appearance, drapability, hand, and performance are studied. Fabrics used in Fashion Design are also studied.

TS 132 — Introduction to Textiles for Fashion Designers

3 credits; 3 lecture hours

For Fashion Design students. An introduction to the concepts of sourcing textile materials and related products, both from the domestic and international perspectives. Emphasis is placed on identifying and evaluating the characteristics of textile materials, such as sewing yarns, fabrics, and interlinings designed for women's apparel. Comprehension of textile trade terminology is also stressed.

TS 215 — The History of Textile Trade and Technology

2 credits; 2 lecture hours

This course surveys historical events and developments that have shaped today's textile industry. Aspects of the textile trade from the Bronze Age through the early 21st century are introduced and the evolution of industrial textile technologies addressed.

TS 261 — Introduction to Weft Knitting Principles

3 credits; 1 lecture and 4 lab hours

For Fashion Design (knitwear track) BFA students. An introduction to the technical principles of weft knit structures, covering the relationships between stitch formation, fabric construction, yarn selection, and knitting machinery. Emphasis is placed on the creative and practical application of weft-knitted structures.

Prerequisite(s): TS 132

Co-requisite(s): FF 352.

TS 301 — Advanced Textiles for Technical Design

2.5 credits; 2 lecture and 1 lab hours

Through readings and lab work, students learn to recognize and differentiate textiles according to structure and style. Course emphasizes commercial methods and applications that enhance textile appearance and performance. Students study issues and requirements related to textile structural design, coloration, function, and expectations.

Prerequisite(s): TS 111 or TS 131 or TS 132 or similar course in Textile Fundamentals.

TS 332 — Technical Design for Sweater Knits

3 credits; 2 lecture and 2 lab hours

Students learn the technical principles of weft knitting and sweater knit construction. Emphasis is placed on knitted fabric structures, sweater construction and production procedures, and spec'ing and fitting of garments.

Prerequisite(s): TS 111 or TS 015/TS 115 or TS 122 or TS 132 or approval of chairperson.

TS 341 — Survey of Textile Printing Technology

2.5 credits; 2 lecture and 1 lab hours

Survey of the rudiments of commercial textile printing to establish a basic common communications link between designer/stylist and production. Students use their own original design concepts for case study lessons in feasibility.

Prerequisite(s): TS 111.

TS 366 — Experimentations with Weft Knitting Structures and Machinery

2 credits; 4 lab hours

For Fashion Design (knitwear specialization) BFA students. This course summarizes the complex relationship between weft-knit structures and the machinery that produces them. Emphasis is placed on functional and aesthetic concerns in full-fashioned garment construction. Students are encouraged to experiment with creative combinations of advanced techniques, expanding their range of expertise.

Prerequisite(s): TS 431.

TS 367 — Knit Fabrics and Machinery

3 credits; 2 lecture and 2 lab hours

For Production Management: Fashion and Related Industries students. Students analyze, identify, and document a range of knit fabric structures using industry-standard techniques and communication practices. Emphasis is placed on the relationships between fabric structures, machine capabilities, costing, sourcing, and quality control. Students knit basic weft structures on industrial hand machines and program fabrics on computer patterning workstations.

Prerequisite(s): TS 111 or TS 015/TS 115 or TS 122 or TS 132 or approval of chairperson.

TS 368 — Weft Knitting Principles

2.5 credits; 1 lecture and 3 lab hours

This course presents students with the basic principles of weft knit structures; the relationships between stitch formation, fabric construction, yarn selection, and knitting machinery. Students learn techniques for knit fabric identification and analysis. Emphasis is placed on the application of these principles for the creative development of weft knitted fabrics.

Prerequisite(s): TS 111 or TS 132 or TS 131 or TS 015/TS 115 or TS 122 or approval of chair.

TS 431 — Advanced Concepts in Weft Knitting

2.5 credits; 1 lecture and 3 lab hours

Students are presented with advanced concepts in weft knit structures and introduced to the principles of designing for computerized industrial power machinery. Students design and knit complex fabrics on industrial machinery for garments designed in FD 451. Students maintain a swatch book of all fabrics analyzed and designed in this course.

Prerequisite(s): TS 261.

TS 461 — Weft Knit Fabrication and Finishing Techniques

2.5 credits; 1 lecture and 3 lab hours

This course presents Fashion Design BFA students (Knitwear track) with introductory concepts in weft knit fabrication and finishing techniques. In coordination with a supporting FD 356 course, students develop and knit fabrics utilizing a wide range of stitch constructions. They master a variety of methods for seaming and finishing garments.

Prerequisite(s): TS 111 or TS 132 or TS 131 or TS 015/TS 115 or TS 122 or approval of chair.

TS 491 — Senior Thesis Planning and Execution

1.5 credits; 3 lab hours

Students continue to experiment with increasingly complex weft knit fabrics, and learn advanced techniques for creating specialized shapes and trims. Their skills are showcased in the garments designed, knit and finished in tandem with FD 489.

Prerequisite(s): TS 461

Corequisite(s): FD 489.

TT: Textile Technology (See also TS)

TT 055 — Total Quality Management for Textile Products Laboratory

1.5 credits; 3 lab hours

This lab experience accompanies TT 455 and applies the concepts addressed in this course. Fabric testing is completed utilizing methodologies approved by relevant national associations and addresses why failures occur and how they can be corrected.

Prerequisite(s): TS 015/TS 155 or TS 111 or TS 122 or TS 132 or approval of chairperson

Corequisite(s): TT 455.

TT 100 — SEMINAR:NY/AMS DENIM BUS PRACT

0 credits

TT 174 — Fabric Development

3 credits; 2 lecture and 2 lab hours

This course provides a comprehensive study of the composition and functions of knit and woven fabrics used in the apparel and finished textile industries. Knowledge of structural and performance characteristics for knit and woven fabrics is acquired through examination of market samples, and the creation of swatches on hand looms and knitting machines.

Prerequisite(s): TS 015/TS 115 or TS 111 or TS 122 or TS 132 or approval of chairperson.

TT 201 — Fabrics for Private Label/Vertical Retailer

3 credits; 2 lecture and 2 lab hours

This course examines the profitability, serviceability, and produceability of textile products, and their ability to satisfy a target market. Students take on the role of a merchandising adoption committee member, accepting or rejecting fabric and/or finished textile products.

Prerequisite(s): TS 111, or TS 015/TS 115, or TS 122 or TS 132 or approval of chairperson.

TT 202 — Textile Value Chain Marketing: Concept to Consumer

3 credits; 3 lecture hours

This course introduces students to the principles and practices of implementing a successful and sustainable textile value chain and to build students' understanding of key issues to address in marketing management and marketing strategy, and sourcing.

Prerequisite(s): TS 111 or TS 132 or TS 015/TS 115 or TS 122.

TT 247 — Color Creation and Sustainable Applications

3 credits; 2 lecture and 2 lab hours

Students learn to utilize specialized color matching and formulation software for shade matching. They learn to source colorants while working with data provided by colorant producers, and compare traditional and low-impact Ecuadorian dyestuffs.

TT 261 — Performance Textiles

3 credits; 2 lecture and 2 lab hours

This course provides students with a broad overview of performance textiles and their varied applications. The fundamental principles of performance textiles and functional finishes are introduced, and the latest developments and relevant technologies are emphasized. Sustainability and emerging regulatory issues are also discussed.

Prerequisite(s): TS 111 or TS 132 or TS 015 or TS 115 or TS 122 or approval of chairperson.

TT 275 — Textile Marketing

3 credits; 3 lecture hours

Studies the textile industry and how its various products are marketed. Case studies involving both fiber producers and textile mills are analyzed. Students examine both the domestic and international textile marketplaces.

TT 276 — Fabrics for Interiors

2 credits; 2 lecture hours

This course introduces students to the market segments and fabrication methods of textile products designed for use in residential and commercial interiors.

TT 299 — Independent Study in Textile Development and Marketing

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

TT 313 — Textile Fibers

3 credits; 2 lecture and 2 lab hours

Studies the role of textile fibers in the design, styling, and marketing of textile products. Aesthetics, performance, and cost/price relationships are emphasized.

Prerequisite(s): TS 111 or TS 015/TS 115 or TS 122 or TS 132 or approval of chairperson.

TT 327 — Woven Product Development I

2.5 credits; 1 lecture and 3 lab hours

This course introduces students to the essentials of manufacturing, specifying, and styling woven textiles. Emphasis is placed on fabric formation principles, and the practical application of woven structures in apparel and home textile markets.

Prerequisite(s): TS 111 or TS 132 or TS 131 or TS 122 or TS 115/TS 015 or TS 114/TS 214.

TT 328 — Woven Product Development II

2.5 credits; 1 lecture and 3 lab hours

This course introduces students to the advanced technical principles of woven fabric production. They analyze, identify, and document a wide range of increasingly complex woven fabric structures using industry-standard techniques and technical software. In laboratory sessions, students develop advanced woven structures for both powerloom, and multi-shaft dobby handlooms.

Prerequisite(s): TT 327.

TT 342 — Dyeing and Color Technology

3 credits; 2 lecture and 2 lab hours

Studies the enhancement of textile products through the application of color. Primary emphasis is on commercial textile dyeing and its relationship to fashion colors, application procedures, quality, and marketing principles.

Prerequisite(s): TS 015/115 or TS 111 or TS 122 or TS 132 or approval of chairperson.

TT 343 — Textile Coloration: Principles and Processes

3 credits; 2 lecture and 2 lab hours

This course emphasizes methods for preparation of fabrics prior to coloration, coloration auxiliaries, dye classification and sourcing, coloration theory, coloration of natural and manufactured textiles, modern coloration processes and equipment, color formulation, measurement and matching and sustainable textile coloration. The laboratory part of this course reinforces concepts discussed in lectures.

Prerequisite(s): TS 111, TS 122, TS 132, or TS 015/TS 115 or approval of chair.

TT 362 — Textile Finishing - Principles, Practices and Advancements

2 credits; 1 lecture and 2 lab hours

This course provides students with a comprehensive study of the principles and practices of textile finishing technologies, allowing them to evaluate the functionalities and principles of finishes applied to textiles. Both conventional and emerging technologies are discussed. Sustainable textile finishing including reglatory and social compliance are also emphasized.

Prerequisite(s): TS 111 or TS 132 or TS 015 or TS 115 or TS 122 or approval of department chairperson.

TT 381 — Knit Product Development I

2.5 credits; 1 lecture and 3 lab hours

This course presents students with basic technical principles of weft and warp knit structures, including the relationships between stitch formation, fabric construction, yarn selection, and knitting machinery. Parameters that affect aesthetics, performance and cost are studied. Emphasis is placed on the practical application of knitted structures in current markets.

Prerequisite(s): TS 111 or TS 132 or TS 015/TS 115 or TS 122 or approval of chairperson.

TT 382 — Knit Product Development II

2.5 credits; 1 lecture and 3 lab hours

This course presents students with advanced technical principles of weft and warp knit structures, including the relationships between stitch formation, fabric construction, yarn selection, and knitting machinery. Parameters that affect aesthetics, performance and cost are studied. Emphasis is placed on the practical application of knitted structures in current markets.

Prerequisite(s): TT 381.

TT 455 — Total Quality Management for Textile Products

1 credit; 1 lecture hour

This course examines the processes required in implementing a TQM plan in a global environment. It addresses the major factors relating to customer satisfaction, including fit and functionality, and the ways in which quality managers interact within the TQM process.

Prerequisite(s): TS 015/TS 115 or TS 111 or TS 122 or TS 132 or approval of chairperson

Co-requisite(s): TT 055.

TT 471 — Technology and Marketing of Printed Textiles

2 credits; 2 lecture hours

Students study the marketing practices as well as the technical considerations of commercially accepted print processes and products. Color palettes, design repeat limitations, and marketing strategies for end-use applications in the apparel and home furnishings industries are emphasized.

Prerequisite(s): TS 015/TS 115 or TS 111 or TS 122 or TS 132 or approval of chairperson.

TT 476 — Textile Project Development

3 credits; 3 lecture hours

Provides students with a realistic view of the production of a commercially marketable fabric line. Understanding of artistic inspiration, timing, manufacturing, and costing decisions are necessary for successful completion of the final project.
Prerequisite(s): TT 342 and TT 477.

TT 477 — Textile Converting and Costing

3 credits; 2 lecture and 2 lab hours

Studies the principles and practices in purchasing yarn and greige goods for conversion to fashion fabrics. Domestic and global sourcing systems as well as costing procedures are examined.
Prerequisite(s): TT 328 and TT 382.

TT 478 — Presentation and e-Portfolio

1 credit; 2 lab hours

Students are exposed to various techniques for developing digital assets and assembling them into an electronic portfolio. Emphasis is placed on organization, critical thinking, and presentation skills. For their final project, students produce and present an e-portfolio that showcases their textile development and marketing skills.

TT 499 — Independent Study in Textile Development and Marketing

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Business and Technology.

TY: Toy Design

TY 101 — Introduction to Toy Design

1.5 credits; 3 lab hours

This introductory course is designed for students interested in exploring the area of toy design. Students learn the design and invention process, as well as effective ways to visually communicate concepts for toy products. Some drawing skills are needed.

TY 313 — Soft Toy and Doll Design

3 credits; 6 lab hours

Designing plush toys and dolls from research and development, concept creation, sketching, and patternmaking, to prototype construction and presentation. The study of materials, manufacturing techniques, packaging, and industry requirements, as related to toy design, is stressed.
Prerequisite(s): TY 326.

TY 314 — Professional Practices in Toy Design

1.5 credits; 3 lab hours

This course combines studio work, discussion of trends, consultation with industry professionals, and presentation practice in order to strengthen students' design and marketing skills and develop portfolios to address the needs of the job market. Work focuses on specific design categories according to individual needs.
Prerequisite(s): TY 326, TY 327, TY 352, and SS 232.

TY 326 — Toy Design I and Product Rendering

3 credits; 6 lab hours

This introductory course explores the design of toys in multiple categories. Students' broaden their ability to visually communicate age-appropriate play patterns, safety requirements, and category expectations. From researching to hand-rendering, they develop original, professional quality toy concepts that use various tools and techniques. Co-Requisite(s): TY 352 & TY 327.

TY 327 — Drafting and Technical Drawing

3 credits; 6 lab hours

This course covers a wide range of industry-relevant drafting and drawing techniques. Students depict objects with a high degree of precision and realism to communicate clearly as design professionals. Industry standard tools for 2D/3D environments are applied to the principles of orthographic projection, isometrics, perspective, scale, light and shadow. Co-Requisite(s): TY 326 & TY 352.

TY 332 — Model Making and 3D Prototyping

3.5 credits; 7 lab hours

This introductory course teaches practical skills and methodologies for translating 2D renderings into finished 3D prototypes. Students utilize digital and physical techniques to create 3D virtual models and actual physical prototypes with functioning mechanisms. Industry concerns such as molding parameters, manufacturing material properties, and child safety are also addressed. Prerequisite(s): TY 326 & TY 327.

TY 342 — Computer Graphics in Toy Design

2 credits; 1 lecture and 2 lab hours

Students explore the computer as a tool for the presentation, refinement, and most importantly, the stimulation of creative design ideas. The fundamental principles of the two-dimensional bitmap and vector-based graphics using Adobe Photoshop and Illustrator on the Macintosh computer system are introduced.
Prerequisite(s): TY 326.

TY 352 — The Toy Industry: Methods and Materials

3 credits; 2 lecture and 2 lab hours

Students engage in an analysis of various processes within the industry. They examine the properties of plastics and other materials; machinery; methods used in molding, assembly and packaging; and interactive electronics. Industry guests provide an overview of the scope of the trade including design categories, marketing, and safety issues. Co-Requisite(s): TY 326 & TY 327.

TY 411 — Toy Design II and Product Update

2 credits; 4 lab hours

Advanced methods for generation of toy design ideas. Emphasizes areas of new toy creation, line extension, and licensing.
Prerequisite(s): TY 332.

TY 414 — Games

1.5 credits; 3 lab hours

Game theory and logic are studied and applied to the design of games with special regard to such factors as age, play pattern, three-dimensional skills, action, strategy, and psychology. Emphasizes the successful execution and presentation of game concepts.
Prerequisite(s): TY 411 and TY 421.

TY 421 — Advanced Hard Toy: Design & Engineering

5 credits; 10 lab hours

Students design, engineer and fabricate fully functioning 3-dimensional plastic toy prototypes including functioning mechanisms. Focusing on product with highly demonstratable features, students create toys from among the major categories, considering product development issues, finishing techniques and presentation. They complete digital representation including 3D assemblies and photo-realistic renderings and engineering drawings.
Prerequisite(s): TY 332 & TY 352.

TY 442 — Advanced Computer Graphics in Toy Design

2 credits; 1 lecture and 2 lab hours

Offered in conjunction with GD 407, this course introduces the principles of three-dimensional computer graphics and digital book design. Students build a three-dimensional model based on their soft toy designs and the character in preparation for inclusion in their digital books.
Prerequisite(s): TY 313, TY 332 and TY 342.

TY 461 — Business Practices for the Toy Industry

2 credits; 2 lecture hours

Addresses the legal, ethical, and practical considerations involved in selling or licensing a toy design. Topics include patent, trademark, and copyright law; disclosure and licensing agreements; corporate and agency structure.
Prerequisite(s): TY 352 and TY 411.

TY 463 — Storybook Design and Licensed Product

3 credits; 6 lab hours

Students apply the conceptual elements of the graphic design process to write, design and illustrate a children's book about the promotional soft toy character designed in TY 313. They create licensed product designs as an integral part of the storybook to extend the life of the original toy.
Prerequisite(s): TY 313, TY 342, MK 301, & TY 332.

TY 467 — Professional Portfolio

4.5 credits; 9 lab hours

Students analyze, position, and develop their portfolios to align with their chosen disciplines. This course combines studio work, discussion of marketing trends, and presentation practice. Students create concepts guided by their goals, developing their ability to transform hand-drawn images into near-photorealistic digital representations of product in 2D and 3D environments.
Prerequisite(s): TY 342, TY 411, TY 421, TY 442, and SS 232.

TY 491 — Summer Internship: Toy Design

4 credits

A summer internship in industry, scheduled individually for a minimum of 168 hours at the worksite and 12 hours on campus. Includes a pre- and post-internship seminar. Completion of a daily journal, a written and oral report on the experience, and a portfolio of work is required. Applications must be submitted in spring semester prior to acceptance into the program.
Prerequisite(s): TY 313 and TY 332.

VP: Visual Presentation and Exhibition Design

VP 211 — Styling, Prop and Set

2 credits; 1 lecture and 2 lab hours

This course explores styling opportunities in a range of media through lectures, demonstrations, and projects. Students are introduced to design and fabrication techniques for props and environments for photography and video productions. Assignments include creation of a temporary studio set, set and prop styling, styling for portraits, and scouting for props.

VP 301 — Overview of Visual Presentation and Exhibition Design

2 credits; 1 lecture and 2 lab hours

An overview of the visual presentation and exhibition design profession, this course focuses on the historical, social, artistic, commercial, and technical trends and developments over the past 100 years. Highlights include retail design, trade shows, expositions, and museum exhibition design.

VP 311 — Space and Environment for Visual Presentation and Exhibition Design

2 credits; 1 lecture and 2 lab hours

Students develop concepts and designs for presentation environments for trade shows and galleries. Designing free-standing installations, as well as tailoring an installation to an existing gallery, are emphasized.

VP 312 — Product Presentation

2 credits; 1 lecture and 2 lab hours

This course is an introduction to the process of developing design concepts for products and brands in visual merchandising. Students explore techniques through a series of projects that visually motivate consumers. They assemble design combinations and learn to construct effective merchandise presentations for the consumer and marketplace.

VP 313 — Visual Presentation in In-Store Design

2 credits; 1 lecture and 2 lab hours

This course encompasses design for visual merchandising and the related area of point-of-purchase display. Store, fixture, and point-of-purchase design is applied to commercial environments.

Prerequisite(s): VP 311

Co-requisite(s): VP 332.

VP 314 — Mannequin Presentation for Retail and Exhibitions

2 credits; 1 lecture and 2 lab hours

This course traces the development of materials and production used in mannequin making. It explores the various factors influencing mannequin design, such as fashion and celebrity.

VP 321 — Visualization and Sketching for Design

2 credits; 1 lecture and 2 lab hours

In this course, students strengthen and develop their drawing skills for two-dimensional visualization and three-dimensional concepts, with an emphasis on hand drawing. Students draw inspiration from a variety of sources, including imagination, drawings, and photographs.

VP 331 — Three-Dimensional Construction for Visual Presentation and Exhibition Design

2 credits; 1 lecture and 2 lab hours

This course introduces students to the workshop environment, safe practices, and techniques for design and production of three-dimensional presentation structures. The creation of scale models, props, and related components is addressed through lectures, demonstrations, and hands-on practice.

VP 332 — Merchandising Lab for In-Store Design

1 credit; 2 lab hours

Through hands-on visual merchandising exercises, in this lab students execute product placement, key item initiatives, and fashion stories, and create soft and hard line product arrangements for brands.

Co-requisite(s): VP 313.

VP 341 — Graphic Strategy for Visual Presentation

2 credits; 1 lecture and 2 lab hours

Students study innovative graphic strategies to unify the visual presentation of merchandise in a retail environment. Focus is placed on the integration of graphics into a retail space to enhance the shopping experience. The process of concept development, as well as proposal preparation, schedules, techniques, materials, budget, production, and sources, are covered.

VP 411 — Interpretive Exhibition Design

2 credits; 1 lecture and 2 lab hours

Designing exhibitions for museums and interpretive and science centers, students strengthen their research skills while exploring interactive and multimedia techniques, and develop projects from concept through proposal. Topics include specialty lighting, sound, working with fabricators, and audience and visitor studies.

Prerequisite(s): DE 226

Co-requisite(s): VP 441.

VP 412 — Senior Design Project

4 credits; 1 lecture and 6 lab hours

In this capstone project, students select an area of focus from retail, museum, trade show, or showroom. Research, inquiry, and writing conducted in the seventh semester are solidified and applied to a design project. Students work with the instructor and industry mentors to create presentations, documentation, and prototypes.

Prerequisite(s): VP 411.

VP 421 — CAD for Visual Presentation III

2 credits; 1 lecture and 2 lab hours

Students advance their intermediate Vectorworks skills in the areas of modeling, rendering, data management, and document output. Hybrid modeling techniques, advanced rendering tools and options, data handling for schedules and reports, and the ability to produce appropriate output for clients, contractors, and associates are covered.

Prerequisite(s): DE 226.

VP 431 — Prop and Set Design

2 credits; 1 lecture and 2 lab hours

This course introduces design and fabrication techniques for creating custom props and environments used in store windows and other exhibition settings. Students build props, backdrops, and three-dimensional sets using a variety of materials to obtain realistic or fantasy effects. Special effects, LED lighting, and the use of motors are also covered.

VP 432 — Store Window Presentation

2 credits; 1 lecture and 2 lab hours

Students learn how to design and execute store window displays in various large-scale settings including department stores, boutiques, malls, and specialty stores. Studio skills and techniques are employed using tools for hard and soft good displays. Students practice industry standard merchandise techniques using mannequins, props, and fixtures to clearly communicate the store image, promotion, or trend.

VP 433 — Advanced Store Design

2 credits; 1 lecture and 2 lab hours

Guided by industry members, students deepen their understanding of in-store design. Specific retailers provide merchandising challenges for them to address. Emphasis is placed on innovation, technical skills, and analysis of research. Students generate design books, digital documentation, floor plans, elevations, and graphic materials, as well as models, to formally show their designs.

Prerequisite(s): VP 313.

VP 441 — Interpretive Exhibition Graphics

2 credits; 1 lecture and 2 lab hours

This course explores the role of graphics as an integral component of exhibition design. Graphics are developed concurrently with exhibit design concepts from VP 411. Through lectures, readings, and museum visits, students learn how graphics are used to create a comprehensive identity for the exhibition.

Prerequisite(s): VP 341

Co-requisite(s): VP 411.

VP 461 — Portfolio and Professional Presentation

2 credits; 1 lecture and 2 lab hours

This course examines the critical thinking skills required to produce a portfolio, resume, and self-promotional marketing materials. Students develop career goals, job-seeking research and professional networking skills, and interviewing techniques for the visual presentation and exhibition design field.

VP 499 — INDEPENDENT STUDY FOR VPED

1-3 credit

Fashion Institute of Technology

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Elaine Maldonado, Professor-Director, Faculty Development and the Center for Excellence in Teaching (CET)
BFA, The Cooper Union for the Advancement of Science and Art, MS, Hunter College, City University of New York

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BFA, Parsons The New School for Design, MSEd, Bernard M. Baruch College, City University of New York, 2015-16 State University of New York Chancellor's Award for Excellence in Professional Service

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BA, Lehman College, City University of New York, 2013-14 State University of New York Chancellor's Award for Excellence in Professional Service

Marjorie Silverman, Chairperson for Internship Studies and Associate Professor
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BA, Brooklyn College, City University of New York, MA, University of Arizona, MPA, New York University

Devon Vidal, Assistant Professor, Director for Academic Advisement
BA, MS, State University of New York at Albany

Joan O. Volpe, Managing Coordinator, Center for Professional Studies and Adjunct Instructor, Fashion Business Management
BA, Caldwell College, MA, The New School for Social Research, 2007-08 State University of New York Chancellor's Award for Excellence in Professional Service

Academic Advisement Center Non-Classroom Faculty

Regan Christie, Associate Professor-Counselor
BS, University of Vermont, MA, New York University

Benita Pratt, Assistant Professor-Counselor
BA, State University of New York at Old Westbury, MPA, Metropolitan College of New York

Career and Internship Center Non-Classroom Faculty

Stratton Bouloukos, Adjunct Assistant Professor-Counselor
BA, Sarah Lawrence College

Elizabeth Field, Adjunct Assistant Professor-Counselor
BFA, Parsons School of Design, MA, University of Adelaide

Susanne Galvin, Adjunct Assistant Professor-Counselor
BA, Fashion Institute of Technology, State University of New York, MFA, College at New Paltz, State University of New York

Jeanne Golly, Associate Professor-Counselor
BS, University of Texas at Austin, MA, Michigan State University

Adrian Jones, Adjunct Assistant Professor-Counselor
AAS, Grahm Junior College, BS, Boston University, MA, New York University

Amy Mato, Assistant Professor-Counselor
AAS, BS, Fashion Institute of Technology, State University of New York

Jessica Mooney, Assistant Professor-Counselor
AAS, Fashion Institute of Technology, State University of New York, BS, Cornell University, MS, Stony Brook, State University of New York

Connie Passarella, Associate Professor-Counselor
BA, MSEd, St. John's University

Bonnie Recca, Adjunct Assistant Professor-Counselor
BA, Stony Brook University, State University of New York

Jill Roberts, Adjunct Assistant Professor-Counselor
BA, Hunter College, City University of New York

Nancy Ross, Adjunct Associate Professor-Counselor
BA, Hamilton/Kirkland College, MEd, Goucher College

Linda Turner, Adjunct Assistant Professor
BFA, Fashion Institute of Technology, State University of New York, MPS, Pratt Institute

Helene Verin, Adjunct Assistant Professor-Counselor
BS, University of Wisconsin

Myrna Weiss, Adjunct Assistant Professor-Counselor

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BA, University of Pennsylvania, MA, MEd, Teachers College, Columbia University, 1996-97 State University of New York Chancellor's Award for Excellence in Professional Service

Gladys Marcus Library Non-Classroom Faculty

Joseph Anderson, Adjunct Assistant Professor-Librarian
BA, Columbia College, MLIS, Dominican University

Amy Ballmer, Associate Professor and Head of Research and Instructional Services
BA, Eastern Michigan University, MA, Pratt Institute

Karl Baranoff, Adjunct Assistant Professor-Librarian
BM, Indiana University School of Music, MM, Temple University College of Music, MLS, University of Illinois

Lana Bittman, Assistant Professor-Librarian
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BA, New York University, MA, Brandeis University, MS, Simmons College

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BA, The City College, City University of New York, MS, Columbia University

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BA, Hampton Institute, MLS, Columbia University, MS, New York University

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BA, Vassar College

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AAS, Fashion Institute of Technology, State University of New York

DEVELOPMENT AND ALUMNI RELATIONS

Philips McCarty, Vice President for Advancement and Executive Director, FIT Foundation
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BA, MA, Goddard College

Victoria Guranowski, Director of Special Events
BA, Skidmore College

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Residential Life

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Tara Pieratti, Resident Counselor
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John Scully, Deputy Director, Public Safety
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BS, New Jersey Institute of Technology

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BA, Howard University

June Ng, Director, Space Management and Planning
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Angela Palumbo, Director, Payroll
CEP, BS, College of Saint Elizabeth

Nancy Su, Director, Budget
BA, Harvard-Radcliffe College, MPPM, Yale University

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HUMAN RESOURCES

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Michele Davis, Director, Compensation and Benefits
BA, Temple University

Tara Kaplan, Director, Human Resource Information Technology
BA, Hofstra University

INFORMATION TECHNOLOGY

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BS, Georgetown University

Walter Kerner, Chief Information Security Officer
BA, Binghamton University, State University of New York, MBA, New York University

Van Buren Winston, Jr., Assistant Vice President for Software Services and Information Access
BS, Stevens Institute of Technology, Certificate, Management Program for Executives, University of Pittsburgh

Richard Hoar, Acting Executive Director of Media Services
BA, University of North Texas

THE MUSEUM AT FIT

Valerie Steele, Director, The Museum at FIT
BA, Dartmouth College, MA, PhD, Yale University, 2018 State University of New York Honorary Medallion of Distinction

Patricia Mears, Deputy Director, The Museum at FIT
BA, MBA, The George Washington University, MA, Fashion Institute of Technology, State University of New York

Emeriti Associates

Irene Buchman, Professor Emeritus of Presidential Scholars and Educational Skills 1973-2015
BA, MA, EdD

Alan Fishman, Professor Emeritus of Fine Arts 1968-1991
BFA

Barry S. Ginsburg, Professor Emeritus of Science and Mathematics 1956-1992
BA, MA, EdD

Newton Godnick, Professor Emeritus of Fashion Buying and Merchandising 1963-1992
BS, MS

Hilde W. Jaffe, Professor Emeritus of Fashion Design 1959-1992
AAS, BA

Richard J. Meagher, Dean Emeritus for Continuing Education 1965-1994
BA, MA, EdD

Arthur A. Winters, Professor Emeritus of Advertising and Marketing Communications, 1959-1992
BA, MBA, EdD

Faculty

DISTINGUISHED FACULTY

Judith Ellis, Professor, Communication Design Pathways, and Associate Chairperson of the Department, Toy Design, SUNY Distinguished Teaching Professor, BFA, Parsons School of Design, The New School, 1998-99 State University of New York Chancellor's Award for Excellence in Teaching, 2004-05 State University of New York Chancellor's Award for Excellence in Faculty Service

Arthur H. Kopelman, Professor, Science, SUNY Distinguished Service Professor, BA, Queens College, City University of New York, MPhil, PhD, The Graduate School and University Center, City University of New York

FACULTY

Mohamed Abdel Rahman, Adjunct Instructor, Modern Languages and Cultures, LLM, Fordham University

Martin L. Abramowitz, Adjunct Assistant Professor, Fashion Business Management, AAS, Bronx Community College, City University of New York, BS, MS, Bernard M. Baruch College, City University of New York

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Mercy Aghedo, Adjunct Instructor, Direct and Interactive Marketing, BS, St. Peter's College

Mustapha Akinkunmi, Adjunct Instructor, MA, PhD, Fordham University

Katie Albany, Adjunct Instructor, English and Communication Studies, MEd, Columbia University Undergraduate

Samuel Albert, Adjunct Assistant Professor, History of Art, BA, MA, University of Pennsylvania, MA, PhD, Yale University

Patricia Albin, Adjunct Instructor, Social Sciences, BA, CUNY, The City College of New York

Glenn Albright, Adjunct Instructor, Social Sciences, PhD, City College of New York, The Graduate School and University Center

Alex Alexandrou, Adjunct Assistant Professor, Advertising and Marketing Communications, BA, Youngstown State University, MFA, Brooklyn College, City University of New York

John Allen, Adjunct Assistant Professor, Fine Arts, AB, University of California at Berkeley, MFA, Hunter College, City University of New York

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Edward Alter, Adjunct Assistant Professor, Fashion Business Management, BBA, Bernard M. Baruch College, City University of New York, MBA, New York University

Joseph Altieri, Adjunct Instructor, Production Management, BA, Philadelphia University

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Jean Amato, Associate Professor, English and Communication Studies, BA, University of New Hampshire, MA, PhD, University of Oregon, 2013-14 State University of New York Chancellor's Award for Excellence in Teaching, 2015-16 FIT Faculty Excellence Award

Ron Amato, Professor, Photography, BFA, School of Visual Arts, MFA, Long Island University

Jessica Ambler, Adjunct Instructor, History of Art, MA, PhD, University of California, Santa Barbara

Hasti Amiri, Adjunct Instructor, Science and Math, MA, MPhil, PHD, Columbia University, MS, State University of New York Center Albany

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Loredana Anderson-Tirro, Adjunct Assistant Professor, Italian, PhD, University of California, Los Angeles

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Carlos Aponte, Adjunct Assistant Professor, Illustration, AAS, Fashion Institute of Technology, State University of New York

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Gregory J. Arend, Adjunct Assistant Professor, Fashion Business Management, BA, Iowa Wesleyan College, MA, New York University

Kathlin Argiro, Adjunct Instructor, Fashion Design, BFA, Parsons School of Design, The New School

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Adele Bahn, Adjunct Assistant Professor, Sociology, BA, Hunter College, City University of New York, PhD, The Graduate School and University Center, City University of New York

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Christine Ballesteros, Adjunct Instructor, Science and Math

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Anna Blume, Professor, History of Art, Art History and Museum Professions, BA, Williams College, PhD, Yale University, 2011-12 State University of New York Chancellor's Award for Excellence in Teaching

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Michael Bowen, Adjunct Assistant Professor, Film and Media, BA, Goddard College, MA, Brown University, PhD, New York University

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State University of New York

State University of New York's 64 geographically dispersed campuses bring educational opportunity to virtually all New Yorkers and comprise the nation's largest comprehensive system of public higher education. Founded in 1948, with the consolidation of 29 state-operated but unaffiliated institutions, the state university has grown to a point where its impact is felt educationally, culturally, and economically the length and breadth of the state.

More than 431,000 students are pursuing traditional study in classrooms and laboratories or are working at home, at their own pace, through such innovative institutions as the SUNY Learning Network and Empire State College, for more than 25 years a leader in nontraditional education, distance learning, and assessment of prior learning. The state university's students are predominantly New York State residents. They also come from every other state in the United States, from four U.S. territories or possessions, and from 160 foreign countries. The university passed a major milestone in the mid-1980s when it graduated its one-millionth alumnus, and currently numbers almost 3 million graduates on its rolls.

The state university enrolls close to 40 percent of all New York State high school graduates, and its total enrollment is more than 431,000 (full-time and part-time). Because of its structure and comprehensive programs, the state university offers students a wide diversity of educational options: short-term vocational/technical courses, certificate programs, baccalaureate degrees, graduate degrees, and postdoctoral studies. The university offers access to almost every field of academic or professional study somewhere within the system—more than 7,000 programs of study overall.

As part of the university's commitment to bring to the students of New York the very best and brightest scholars, scientists, artists, and professionals, the state university's distinguished faculty is recruited from the finest graduate schools and universities throughout the United States and many countries around the world, and includes nationally and internationally recognized figures in all the major disciplines. Their efforts are regularly recognized in numerous prestigious awards and honors, including the Nobel Prize.

The state university's research contributions are helping to solve some of today's most urgent problems. At the same time, contracts and grants received by university faculty directly benefit the economic development of the regions in which they are located. State university researchers pioneered nuclear magnetic resonance imaging and the supermarket bar code scanner, introduced time-lapse photography of forestry subjects, isolated the bacteria that causes Lyme disease, and developed the first implantable heart pacemaker. Other university researchers continue important studies in such wide-ranging areas as breast cancer, immunology, marine biology, sickle cell anemia, and robotics, and make hundreds of other contributions, inventions, and innovations for the benefit of society.

The university's program for the educationally and economically disadvantaged, consisting of Educational Opportunity Programs (EOP) and Educational Opportunity Centers (EOC), has become a model for delivering better learning opportunities to young people and adults traditionally bypassed by higher education.

The 30 locally sponsored two-year community colleges operating under the program of the state university offer local citizens programs that are directly and immediately job-related as well as degree programs that serve as job-entry educational experience or a transfer opportunity to a baccalaureate degree at a senior campus.

In 1998, the governor and the legislature approved a multiyear, $2 billion capital construction program for the university. This investment in critical maintenance will protect the university's infrastructure, valued at nearly $11 billion, and enable the university to keep pace with modern technology for the benefit of its students and faculty. As a public university, the State University of New York has a special responsibility to make its rich and varied resources accessible to all.

In 1995, the board of trustees developed the document Rethinking SUNY, in response to a call from the legislature for a "multiyear, comprehensive system wide plan to increase cost efficiency." Underlying Rethinking SUNY is the theme of increasing efficiency by empowering campuses to manage directly more of their academic and financial affairs and by eliminating disincentives to the prudent use of campus and system resources.

In 2010, the university launched The Power of SUNY, a strategic plan that calls for the system's campuses to lead New York's economic revitalization through such innovations as increased entrepreneurial opportunities, an urban-rural teacher corps, more distance learning, and a health care report, SUNY Scale, that would document progress in combating obesity and chronic illnesses. The university's economic development services programs provide research, training, and technical assistance to the state's business and industrial community through Business and Industry Centers, the New York State Small Business Development Center, the Strategic Partnership for Industrial Resurgence, Rural Services Institutes, the Trade Adjustment Assistance Center, Technical Assistance Centers, Small Business Institutes, Centers for Advanced Technology, and international development.

State University of New York is governed by a board of trustees, appointed by the governor, that directly determines the policies to be followed by the 64 state-supported campuses. Community colleges have their own local boards of trustees whose relationship to the state university board is defined by law.

The university's motto is "To Learn, To Search, To Serve."

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State University at Binghamton
State University at Buffalo*
State University at Stony Brook*

Health Science Centers
Health Science Center at Brooklyn
Health Science Center at Syracuse

University Colleges
College at Brockport
College at Buffalo
College at Cortland
Empire State College
College at Fredonia
College at Geneseo
College at New Paltz
College at Old Westbury
College at Oneonta
College at Oswego
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College at Potsdam
College at Purchase

Colleges of Technology
Alfred
Canton
Cobleskill
Delhi
Morrisville
SUNY Institute of Technology

Specialized Colleges
College of Environmental Science and Forestry
College of Optometry
College of Technology at Farmingdale
Institute of Technology at Utica/Rome**
Maritime College

Statutory Colleges *
College of Ceramics at Alfred University
College of Agriculture and Life Sciences at Cornell University
College of Human Ecology at Cornell University
School of Industrial and Labor Relations at Cornell University
College of Veterinary Medicine at Cornell University

Community Colleges
(Locally sponsored, two-year colleges under the program of State University of New York)
Adirondack Community College at Glens Falls
Broome Community College at Binghamton
Cayuga County Community College at Auburn
Clinton Community College at Plattsburgh
Columbia-Greene Community College at Hudson
Corning Community College at Corning
Dutchess Community College at Poughkeepsie
Erie Community College at Williamsville, Buffalo, and Orchard Park
Fashion Institute of Technology at New York City****
Finger Lakes Community College at Canandaigua
Fulton-Montgomery Community College at Johnstown
Genesee Community College at Batavia
Herkimer County Community College at Herkimer
Hudson Valley Community College at Troy
Jamestown Community College at Jamestown
Jefferson Community College at Watertown

Mohawk Valley Community College at Utica
Monroe Community College at Rochester
Nassau Community College at Garden City
Niagara County Community College at Sanborn
North Country Community College at Saranac Lake, Malone, and Ticonderoga
Onondaga Community College at Syracuse
Orange County Community College at Middletown
Rockland Community College at Suffern
Schenectady County Community College at Schenectady
Suffolk County Community College at Selden, Riverhead, and Brentwood
Sullivan County Community College at Loch Sheldrake
Tompkins Cortland Community College at Dryden
Ulster County Community College at Stone Ridge
Westchester Community College at Valhalla

* The Health Sciences Centers at Buffalo and Stony Brook are operated under the administration of their respective University Centers.

** This is an upper-division institution authorized to offer baccalaureate and master's degree programs.

*** These operate as "contract colleges" on the campuses of independent universities.

**** While authorized to offer such baccalaureate and master's degree programs as may be approved pursuant to the provisions of the Master Plan in addition to the associate degree, the Fashion Institute of Technology is financed and administered in the manner provided for community colleges.

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Index

A

AB: Arabic 207
AC: Advertising and Marketing Communications 207
Academic Advisement Center 42
Academic Calendar 4
Academic Minors 29
Accessories Design AAS Degree Program 91
Accessories Design BFA Degree Program 136
Accessories Design One-Year AAS Degree Program 126
Activities 81
AD: Advertising Design 212
Additional Information 20
Admissions 12
Admissions 13
Advertising & Digital Design BFA Degree Program 138
Advertising and Marketing Communications AAS Degree Program 93
Advertising and Marketing Communications BS Degree Program 140
Advertising and Marketing Communications One-Year AAS Degree Program 127
AF: Fashion Design (See also AP, AR, DP, FD, FF, TL) 215
Alumni of FIT 11
Animation, Interactive Media & Game Design 145
AP: Fashion Design-Apparel (See also AF, AR, DP, FD, FF, TL) 215
AR: Fashion Design-Art (See also AF, AP, DP, FD, FF, TL) 217
Art History and Museum Professions BS Degree Program 143

B

Baccalaureate Degree Programs 135
BE: Business Enterprise 218
BL: Business Law 218
BT: Business and Technology Studies 218

C

Campus and Facilities 8
Career and Internship Center 29
CD: Communication Design Foundation 218
Center for Continuing and Professional Studies 30
CG: Computer Graphics 222
CH: Chinese 227
CL: Fashion and Culture of the World 228
CM: Cosmetics and Fragrance Marketing 228
Communication Design Foundation AAS Degree Program 95
Communication Design Foundation One-Year AAS Degree Program 128
Cosmetics and Fragrance Marketing BS Degree Program 147
Courses and Departments 205
CT: Creative Technology 230
Curricula Overview 23

D

DD: Design Division Studies 232
DE: Visual Presentation and Exhibition Design 233
Dean's List 37
Degree Programs 88
Direct and Interactive Marketing BS Degree Program ... 149
Directories 419
DM: Direct and Interactive Marketing 236
DP: Draping Techniques 237

E

EN: English and Communication Studies 238
Enrollment Management and Student Success 78
Enrollment Management and Student Success 78
Entrepreneurship for the Fashion and Design Industries BS Degree Program 151
EP: Entrepreneurship 249
ES: Educational Skills 251
Expenses and Financial Aid 57

F

FA: Fine Arts 253
Fabric Styling BFA Degree Program 153
Faculty 429
Fashion Business Management AAS Degree Program 97
Fashion Business Management BS Degree Program 155
Fashion Business Management One-Year AAS Degree Program 129
Fashion Business Management/Florence and New York BS Degree Program 158
Fashion Design - Children's Wear 160
Fashion Design - Intimate Apparel 162
Fashion Design - Knitwear 164
Fashion Design - Special Occasion 166
Fashion Design - Sportswear 168
Fashion Design AAS Degree Program 100
Fashion Design One-Year AAS Degree Program 131
Fashion Design/Florence and New York AAS Degree Program 103
Fashion Design/Milan – Knitwear 170

Fashion Design/Milan – Sportswear 172
Fashion Institute of Technology 419
FD: Fashion Design-Apparel (See also AF, AP, AR, DP, FF, TL) 260
FF: Fashion Design-Art (See also AF, AP, AR, DP, FD, TL) 269
FI: Film and Media 277
Film and Media AAS Degree Program 105
Film and Media BS Degree Program 174
Financial Aid Services 62
Fine Arts AAS Degree Program 107
Fine Arts BFA Degree Program 176
FIT's General Education Requirements and Courses 43
FM: Fashion Business Management 285
FR: French 291
FS: Fabric Styling 292

G

GD: Graphic Design 294
Governance 84
Graphic Design BFA Degree Program 178

H

HA: History of Art and Civilization 297
HD: Human Development 308
HE: Health Education 308
HI: History 309
History and Mission 6
Home Products Development BS Degree Program 180
HP: Home Products Development 310

I

IC: Internship Center 312
ID: Interior Design 313
IL: Illustration 323
Illustration AAS Degree Program 109
Illustration BFA Degree Program 182
IN: International Trade and Marketing 331
Instructional Programs 23
Interior Design AAS Degree Program 111
Interior Design BFA Degree Program 184
International Applicants 19
International Programs 31
International Trade and Marketing for the Fashion Industries BS Degree Program 186
IS: Interdivisional Studies 334
IT: Italian 334

J

JA: Japanese 336
JD: Jewelry Design 337
Jewelry Design - AAS Degree Program 113

L

LA: Liberal Arts Divisional Studies 344
LD: Accessories Design 344
Liberal Arts 28

M

MA: Mathematics 349
MC: Modern Languages & Cultures 353
MD: Math Independent Learning 356
Menswear AAS Degree Program 115
MG: Production Management: Fashion and Related Industries 356
MK: Marketing: Fashion and Related Industries 359
ML: Millinery 359
MU:Music 360
MW: Menswear 360

N

New York State and City 463

O

One-Year Associate Degree Programs 125
Online Learning 33

P

Packaging Design BFA Degree Program 188
PE: Physical Education and Dance 364
PH: Photography 367
Photography and Related Media AAS Degree Program . 117
Photography and Related Media BFA Degree Program .. 190
PK: Packaging Design 376
PL: Philosophy 379
PM: Patternmaking 380
PO: Portuguese 383
Production Management: Fashion and Related Industries AAS Degree Program 119
Production Management: Fashion and Related Industries BS Degree Program 192

R

Requirements for Degree Completion 34

S

SC: Science 383
Scholastic Standing 38
SD: Surface Design (See also TD) 387
Selection of Applicants for Associate Degree Programs .. 13
Selection of Applicants for Baccalaureate Degree Programs 17
SP: Spanish 387
Special Assistance 19
SS: Social Sciences 389

State University of New York 458
Student Rights and Responsibilities 84

T

TC: Technical Design 398
TD: Textile Design (See also SD) 399
Teaching and Learning 7
Technical Design BS Degree Program 194
Textile Development and Marketing AAS Degree Program 121
Textile Development and Marketing BS Degree Program 197
Textile Development and Marketing One-Year AAS Degree Program 133
Textile/Surface Design AAS Degree Program 123
Textile/Surface Design BFA Degree Program 199
Textile/Surface Design One-Year AAS Degree Program . 134
The College 6
The FIT Foundation 69
TL: Ladies Tailoring (See also AF, AP, AR, DP, FD, FF) ... 406
Toy Design BFA Degree Program 201
TS: Textile Science (See also TT) 407
TT: Textile Technology (See also TS) 409
Tuition and Fee Refunds 61
Tuition and Fees 57
Two-Year Associate Degree Programs 90
TY: Toy Design 412

V

Visiting Students 20
Visual Presentation and Exhibition Design BFA Degree Program 203
VP: Visual Presentation and Exhibition Design 414