Art 499 - 001: Art Development III  
Course Syllabus

Spring 2015 – Tues & Thurs  2:00 - 4:40 pm Ferguson Liberal Arts G71

Instructor: Dr. Bill Nieberding  
E-mail: Please e-mail through D2L or nieberdiwj@sfasu.edu  
Office Hours: M,W 10 a.m - Noon or by appointment  
Art Building Room 115

Catalogue Course Description:

499 Art Development III (3 Semester Hours), prerequisite: 9 hours of college-level art credit

This course is the study of conceptual, cultural and practical applications in art education. This includes study of the history and multi-cultural contexts of art instruction with an emphasis on contemporary approaches that can be applied in a variety of ages and settings. In addition, the course addresses media literacy, histories of art education, technology applications, classroom design, portfolio preparation, and teaching the skills necessary for introducing art created by self and others in a wide range of cultural contexts. Prerequisite: nine hours of art.

Required Textbooks:

All reading materials may be found in contemporary journals on Art Education and will be posted to D2L or provided in class.

Course Objectives and student learning outcomes:

Students will learn about problem-finding in art practice and develop a body of artwork  
Students will learn about technology as a visual/cultural framework  
Students will study and learn about the Texas Arts and Digital Literacy Initiative  
Students will learn about artists who use technology  
Students will explore uses of photography in Art Education  
Students will create one or more technology-based learning experiences  
Students will examine the possibilities of Minecraft.edu for arts education  
Students will learn about and utilize multiple technology-based presentation tools  
Students will develop an electronic portfolio of their artwork  
Students will prepare for the Art EC-12 content certification exam.

Course Requirements

Reading:

Students must complete all reading assignments before the due date. We will discuss and use them in class. D2L drop-box questions will be based on readings.
Writing:
Projects will include a written component and may include: personal response/analysis, lesson plans, written narratives.

Studio Projects
Project focus will include:
- Identity and artmaking
- Contemporary artistic processes
- Visual Culture and Art Education
- Use of technology in artmaking
- Integrated curriculum and art education

Journal/Sketchbooks
Students will use sketchbooks to reflect on ideas developed in class, and sketch out ideas for lesson plans and projects. Sketchbooks will be assessed several times during the semester.

Student Responsibilities & Course Policies
1. D2L  All course information will be posted on the D2L course website, it is your responsibility to retrieve and refer to the files. Please inform the instructor if you have any difficulties posting or retrieving any files. Many projects will be submitted via D2L.
   EVERY submission to the D2L dropbox generates an e-mail receipt. IT IS YOUR RESPONSIBILITY TO KEEP THOSE RECEIPTS! If you do not receive a receipt for a submission, it is your responsibility to e-mail the instructor BEFORE the project deadline about the problem. Internet connectivity problems, or problems with D2L ARE NOT acceptable excuses for late work.
2. Attendance Absences may negatively affect your grade. Students are allowed 3 absences over the course of the semester with no penalty. For each absence after three, students will lose 5 percentage points from their final course grade. A student can fail this course due to poor attendance. Illness or family emergency BEYOND the three absences WILL COUNT AGAINST YOUR GRADE. Students experiencing extended illnesses, personal or family emergencies should make contact with the instructor as soon as possible and meet with the instructor immediately upon return. Documentation of extended illness or emergency will be required!
3. Tardiness: attendance will be taken during the first 5 minutes of class. Anyone not in class by that time will be counted as tardy. Three (3) incidents of unexcused tardiness and/or leaving class early equal one unexcused absence.
4. Perfect Attendance: Students who are in class and sign the roll every day will receive an additional 5 percentage points added to their course grade.
5. Guidelines for Class Discussions: Students are expected and encouraged to share ideas and thoughts in an open forum. All student contributions will be acknowledged and responded to respectfully and thoughtfully by the instructor and classmates. Students are expected to use appropriate terms and language within all course discussion. Divergent beliefs and worldviews are encouraged and may be shared. Respect for these differences will be maintained within the classroom.
6. Late Assignments: Assignment grades are reduced by 10% for every weekday an assignment has not been handed in after the assigned due date. Late written assignments must be posted to the D2L website. Written assignments cannot be handed
in as email attachments unless a student has received the instructor’s prior approval. Late projects or anything that cannot be submitted electronically can be handed in at the beginning of class on scheduled class days, or during office hours.

7. **Email**: Email is used as a means of communicating with students about the course. **Email will be sent through D2L**. It is the student's responsibility to check D2L e-mail or forward emails to an account that he/she checks regularly.

**Students with Disabilities**

To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to [http://www.sfasu.edu/disabilityservices/](http://www.sfasu.edu/disabilityservices/).

**Academic Integrity (A-9.1)**

Abiding by university policy on academic integrity is a responsibility of all university faculty and students. Faculty members must promote the components of academic integrity in their instruction, and course syllabi are required to provide information about penalties for cheating and plagiarism as well as the appeal process.

**Definition of Academic Dishonesty**

Academic dishonesty includes both cheating and plagiarism. Cheating includes, but is not limited to: (1) using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class; (2) falsification or invention of any information, including citations, on an assignment; and/or (3) helping or attempting to help another in an act of cheating or plagiarism. Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism include, but are not limited to: (1) submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another; (2) submitting a work that has been purchased or otherwise obtained from the Internet or another source; and (3) incorporating the words or ideas of an author into one's paper or presentation without giving the author due credit. Please read the complete policy and the appeals process at [http://www.sfasu.edu/policies/student_academic_dishonesty.pdf](http://www.sfasu.edu/policies/student_academic_dishonesty.pdf) and [http://www.sfasu.edu/policies/academic-appeals-by-students.pdf](http://www.sfasu.edu/policies/academic-appeals-by-students.pdf)

**Withheld Grades Semester Grades Policy (A-54)**

At the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future semesters, the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.
Student Evaluation

Course work will be announced in class and/or posted to the D2L. All work must be submitted on the due date to receive full credit for the course. To meet the course goals listed above, students will be assessed on their knowledge (specific criteria for each assignment will be provided prior to evaluation) in the following forms:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Percentage</th>
</tr>
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<tbody>
<tr>
<td>Art Projects &amp; Mini-projects</td>
<td>20%</td>
</tr>
<tr>
<td>Readings/homework</td>
<td>20%</td>
</tr>
<tr>
<td>Lesson Plans</td>
<td>20%</td>
</tr>
<tr>
<td>Extended body of artwork &amp; e-portfolio</td>
<td>20%</td>
</tr>
<tr>
<td>Sketchbook</td>
<td>10%</td>
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<tr>
<td>Art EC-12 test prep</td>
<td>10%</td>
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<tr>
<td>Total</td>
<td>100%</td>
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Note: Studio projects will be developed around course reading materials and each project grade may include art process components, written materials, and the final product of the project.

Assessment Criteria

Assignments in this course are evaluated using the following criteria:

Written components:
- Exploration of Ideas
- Depth of research
- How completely you fulfilled the intent of the assignment
- The clarity of your writing - its legibility, grammar and punctuation

Studio work:
- Experimentation: artmaking should show extensive experimentation with materials & ideas.
- Personal Understanding: students should demonstrate ability to articulate ideas.
- Effort: Projects should reflect considerable effort
- Professionalism: work should reflect high artistic standards & attention to assignment details.

Sketchbooks:
- Focus: Journal entries should BEGIN with a focus on the prompts.
- Breadth: Journal entries should cover a wide range of possibilities.
- Depth: Single ideas should be explored to great depth in the sketchbook

Grade scale:
- A 100-90%
- B 89-80%
- C 79-70%
- D 69-60%
- F 59-0%

Course Overview*

<p>| Week 1 | Introduction |</p>
<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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| 2    | Technology as a Framework  
Problem-Finding in Art & Education  
Developing a Body of Work |
| 3    | Digital Literacy  
Technology & Artists  
Guest artist presentation/discussion |
| 4    | Texas Arts & Digital Literacy Initiative |
| 5    | Photography & the elements and principles |
| 6    | Photography and Art Education |
| 7    | Photography, meaning & the elements & principles  
Arts EC-12 prep |
| 8    | Photography and Art Education |
| 9    | Spring Break |
| 10   | Art and Social Media |
| 11   | Video and contemporary art: Walleyfilms  
Minecraft.edu |
| 12   | Minecraft.edu |
| 13   | Minecraft concluded  
Arts EC-12 Prep |
| 14   | Technology and Art Education: Building a learning unit  
Arts EC-12 Practice Exam |
| 15   | Technology and Art Education Leaning unit concluded  
Developing e-portfolios |
| 16   | Developing e-portfolios |
| Finals | Presentation of E-portfolios |

* Instructor reserves the right to change the syllabus to accommodate overall class success