

IU Herron School of Art and Design

Welcome to Herron School of Art and Design!

Indiana University's Herron School of Art and Design is a professional art school. That means when you come to Herron as an undergraduate, you will be earning a Bachelor of Fine Arts degree (unless you are studying Art History or Art Education)—not a Bachelor of Arts or a Bachelor of Science degree.

Herron does not offer a BA or a BS degree in studio art. Herron follows the requirements for curriculum distribution of the National Association of Schools of Art and Design (NASAD), which differentiates among these degrees by the percentage of time spent in various areas of study.

As a tightly knit community of artists, scholars, art educators, and designers who push their work to its potential, we carefully maintain our focus on the quality education that has fostered the successes of artists and designers for more than a century. Our responsibility to push creative boundaries, to foster the analytical skills necessary for creative problem solving, and to challenge students to be innovative is the foundation for Herron's success.

Accreditation & Licenses

Accreditation & Licenses

Since 1952, Herron School of Art and Design has been accredited by the National Association of Schools of Art and Design (NASAD). As a school of Indiana University, Herron is also accredited as a school of Indiana University by the Higher Learning Commission of the North Central Association of Colleges and Schools and by the Teacher Training Licensing Commission of the Indiana State Board of Education. The Master of Arts in art therapy program at Herron School of Art and Design at IU Indianapolis is accredited by the Commission on Accreditation of Allied Health Education Programs (CAAHEP) upon the recommendation of the Accreditation Council for Art Therapy Education (ACATE).

Last Updated: March 2023

Contact Information

[IU Herron School of Art and Design](#)

Sidney and Lois Eskenazi Hall
735 W. New York Street
Indianapolis, IN 46202
(317) 278-9400
Web: click [here](#)
Last Updated: March 2021

Facilities

Facilities

Two buildings comprise Herron's nationally-acclaimed facilities; Eskenazi Hall and Eskenazi Fine Arts Center.

Eskenazi Hall

Eskenazi Hall is a 169,000 square-foot building that provides more than 70 art and design studios, separate graduate studios, five galleries, sculpture gardens, a

comprehensive art library, a grand hall, a student lounge, conference rooms, current technology and equipment, and other amenities to enhance all of the school's academic and community outreach programs.

Eskenazi Fine Arts Center

Eskenazi Fine Arts Center, on the north edge of the IU Indianapolis campus about a seven-minute drive from Eskenazi Hall and adjacent to the developing 16 Tech district, provides additional technology, graduate studios, and exhibition spaces, and is home to Herron's Sculpture and Ceramics programs.

Herron Galleries

Formal Herron gallery spaces consist of the Eleanor Prest Reese, Robert B. Berkshire, Dorit and Gerald Paul, Marsh, and Basile galleries. The Galleries serve Herron's students and provide the community, local high school students, and students, faculty and staff from IU Indianapolis with firsthand exposure to contemporary works of art created by local, regional, national, and international artists. There are additional, informal exhibition spaces throughout both Herron's buildings.

These galleries are committed to exhibits that explore all areas of visual artistic expression. Most exhibits are accompanied by an announcement and a public opening. The yearly schedule is coordinated with the school's lecture series to provide a broader understanding of the works presented in the galleries. In addition, visiting artists, curators, art historians, designers, and scholars conduct occasional workshops to give students and community members the opportunity to work directly with recognized professionals. The Marsh Gallery is generally reserved for student-led projects while the Basile Gallery usually displays artwork by Herron faculty and alumni. All the galleries are intended to be educational resources for students as well as the community. Interested persons can sign up to receive notices about upcoming talks, workshops, and other events such as film screenings. The galleries are open throughout the year. Gallery hours may vary. All shows are free and open to the public. Interested persons may call (317) 278-9410 for current gallery hours and an exhibition schedule, or go to the galleries website [here](#).

Last Updated: March 2024

Overview

Overview

Herron School of Art and Design educates students seeking instruction in Art Education, Art History, Art Therapy, Fine Arts, Visual Communication Design, Music Technology, and Music Therapy. Herron currently offers the following undergraduate degrees: Bachelor of Arts (BA) in Art History; Bachelor of Art Education (BAE); and Bachelor of Fine Arts (BFA), Bachelor of Science in Music Technology, and Bachelor of Science in Music Therapy.

Graduate degrees currently include: Master of Arts (MA) in Art Therapy; Master of Fine Arts (MFA) in Visual Art; Master of Design (MDes), Master of Science in Music Technology (MS), and Master of Science in Music Therapy (MS). BFA, MFA, and BAE programs are accredited as professional degree programs by the National Association of Schools of Art and Design.

Herron also offers Ph.D degrees in Music Technology and Music Therapy.

Online graduate programs include: Master of Science (MS) in Music Technology, Master of Science (MS) in Music Therapy, and Doctor of Philosophy (PhD) in Music Therapy.

Certificates include an undergraduate certificate in Pre-Art Therapy and a graduate certificate in Design Thinking.

Sidney and Lois Eskenazi Hall 735 W. New York Street
Indianapolis, IN 46202
(317) 278-9400

Web: click [here](#)

Last updated: April 2024

Graduate Admission

Graduate Programs Admission

The Master of Arts in Art Therapy

Admission into the Art Therapy graduate program is competitive. Applicants must have (1) an undergraduate degree with transcripts that reflect 18 or more credit hours of studio art and 12 credit hours of psychology, including developmental and abnormal psychologies (2) a minimum GPA of 3.0 on 4.0 scale, and (3) a portfolio of artwork that shows experience with different media and an ability to understand the motivations of one's personal art making process. Current admissions requirements, deadlines for admissions, application procedures, and information about financial aid are available on the website for Herron School of Art and Design.

The Master of Fine Arts in Visual Art with Emphasis Areas in Ceramics, Furniture Design, Integrative Studio Practices, Painting & Drawing, Photography & Intermedia, Printmaking, or Sculpture

Admission into the program is competitive. Applicants must demonstrate a commitment and capability to

develop sustained creative activity as a visual artist at the professional level and the ability to complete graduate work.

Applicants must have:

1. An undergraduate degree, preferably a Bachelor of Fine Arts degree with a studio art emphasis from an accredited institution, but other backgrounds will be considered by the Graduate Admissions Committee
2. A minimum GPA of 3.0 on a 4.0 scale
3. A portfolio documenting past visual art work

Some otherwise qualified applicants may not have all the necessary coursework and background experience to prepare them to fully succeed in their graduate coursework. These persons will be required to make

up curricular deficiencies by enrolling in appropriate undergraduate courses prior to taking specific courses in the graduate program.

Complete, current admissions requirements, deadlines for admissions, application procedures, and information about financial aid are available on Herron School of Art and Design's website.

Master of Design (MDes)

Admission into the MDes graduate program is competitive.

Applicants will be expected to hold baccalaureate degrees from colleges or universities of recognized standing prior to registering as graduate students. Applicants for the master's degree program should have achieved a 3.0 (out of 4.0) grade point average or higher for the baccalaureate degree or have other indicators of outstanding academic performance. The Visual Communication Design program at Herron encourages cross-disciplinary research approaches and experiences; and students entering the program are not required to have an established background in design or art. However, applicants who do not have a prior educational background in design or professional design experience may be required to successfully complete one or two semesters of foundational pre-graduate studies in design before being accepted to begin the MDes curriculum. Foundational pre-graduate courses in design may be offered for graduate credit, but the credit hours do not apply toward completion of the 60-credit hour requirements in the MDes degree. Decisions regarding admission into the Foundational Pre-Graduate program are made on an individual basis. Please visit Herron's website for more information [here](#).

Graduate application inquiries should be directed to:

Graduate Admissions/o Student Services Office
Indiana University Herron School of Art and Design
IUPUI 735 West New York Street
Indianapolis, Indiana 46202-5944
(317) 278-9400
Last update: March 2022

Admission

Undergraduate Programs Admission

Admission to Herron School of Art and Design is based on the student's previous school record and a visual portfolio, with the exception of those entering the school as Art History majors. All Herron applicants must first be admitted to IU Indianapolis. Students enrolled at other units or divisions of IU Indianapolis may apply for Herron admission the semester before beginning Herron courses. To transfer, students must have at least 12 credit hours that apply toward a Herron degree and a 2.5 cumulative grade point average (GPA). IU Indianapolis students must file an application for priority admission by November 1 for spring admission and March 1 for summer or fall admission. Please contact the Herron Office of Admissions and Student Services at (317) 278-9400 or herron4u@iu.edu for more information. All students are admitted into Herron as Art History, pre-fine art majors, VCD majors, pre-music technology majors, or pre-music therapy majors.

Admission with Transfer Credit

Students with transfer credits from other colleges or universities may be considered for admission to Herron. Transfer students may receive credit for successfully completing academic courses (grade of C or higher) of equivalent content from other regionally accredited institutions. Transfer credit for studio art courses, however,

is granted only from institutions with National Association of Schools of Art and Design (NASAD) accreditation.

Advanced Placement Credit

A score of 5, 4, or 3 on the Art History Advanced Placement (AP) Exam will be counted as either HER-H 101 or HER-H 102. Students should contact their advisors to elect which course they prefer to use the AP credit towards. A score of 5, 4, or 3 on the AP Fine Arts Exam will be counted as a studio elective. Herron will not accept an AP score of 2 or 1.

Readmission of Former Students

Former students who were in good standing in accordance with the regulations of the school when they withdrew and who desire to return after two semesters, must reapply to [IU Indianapolis' Office of Undergraduate Admission](#).

Students who have been gone for two or more calendar years must follow the current bulletin requirements and meet all departmental curriculum requirements offered at the time of their return. BAE students who interrupt their art education program for more than five years must re-apply to the program and complete the requirements in place at the time of return. For Visual Communication Design students, no major course completed more than five years previously will be accepted toward graduation requirements. Former students whose standing was not satisfactory at the time of withdrawal, former students who withdrew without compliance with the regulations of the school, and former students who were terminated on the basis of performance, must apply via an electronic form for consideration by the Assistant Dean. (See section on "Petition for Readmission"). Petitions are due to Herron Office of Admissions and Student Services by October 15 for spring admission and April 15 for fall admission.

Academic Sequencing

The studies in the BFA programs at the Herron School of Art and Design are sequential, in that a student moves through definite programs of prescribed and optional studies on a year-to-year basis until all the requirements for a particular degree are fulfilled. Students who fall behind in fulfilling degree requirements at a particular year's level will be expected to fulfill those requirements in sequence, either in conjunction with or in place of courses offered at the next level. Conflicts in scheduling may occur when students try to make up requirements, and they may find that their enrollment must be extended beyond the original graduation date. Students are therefore strongly advised to carefully plan their academic schedule.

Awarding of Credit

Herron School of Art and Design awards credit in accordance with the standards and guidelines of the National Association of Schools of Art and Design.

An undergraduate credit hour corresponds to approximately three hours of work per week for a period of one semester. Thus, a three-credit course corresponds to approximately nine hours per week for a period of one semester. A three-credit lecture/discussion course typically meets with the instructor two and a half to three hours per week, with the expectation that students will work, on average, six or more hours outside of class per week. A three-credit studio course typically meets with the instructor four and a half to six and a half hours per week, with the expectation that students will work, on average,

three to five hours per week in the studio outside of class meeting time.

When a course is offered for a period shorter than or longer than one semester, or when the course is taught in a hybrid or alternative format, the credit hours are calculated on the basis of the norms described above. Since students work at different rates, the amount of time an individual spends preparing the work required for class may differ from the averages on which credit hours are calculated. Credit is only awarded when students complete all course requirements and demonstrate the competencies defined for the course. Ultimately, the amount of credit awarded per course reflects the expectation for students' acquisition of competencies rather than the number of hours required to achieve those competencies.

Advanced courses typically require students to work more independently than introductory courses. Faculty contact for graduate courses may reflect both the expectation of significant independent work and the type of work done during class meetings.

Last updated: March 2024

Undergraduate Policies

Undergraduate Policies

Attendance

The work of the school is intensive; therefore, prompt and regular attendance is required. If at any time a student has a legitimate reason for not attending class, immediate notification should be made to the instructor. Attendance requirements are set by individual instructors. Students should stay informed of these requirements and are held responsible for fulfilling them.

Dean's List

Degree-seeking students in good standing who have a GPA of 3.50 or higher with a course load of 12 or more credit hours for a given semester will be placed on the Dean's List for that semester. Students carrying 12 credit hours and a grade of Incomplete in one or more classes will not be placed on the Dean's List. Student's carrying 12 credit hours and taking a course as Pass/Fail will not qualify for the Dean's List.

Technical Standards Policy

Herron School of Art & Design applicants and enrolled students must be able to fulfill the requirements and demands of the courses for the degree program they have chosen. Reasonable accommodations will be made for students who are registered with IU Indianapolis Adaptive Educational Services.

Research Compliance

Students and faculty conducting research, including the making of art, must comply with Indiana University policies on the use of human or animal subjects. For research involving human subjects, investigators must receive final approval from the Indiana University Institutional Review Board (IRB) before starting a research study. For research involving animals, investigators must receive approval from the IU School of Medicine's Institutional Animal Care and Use Committee (IACUC).

Academic Probation

Students in the Herron School of Art and Design are expected to maintain a cumulative IU GPA of at least a 2.0. If they do not, the Assistant Dean will give them formal written notice of probation. Students will be placed on academic probation for the academic session following the one in which they failed to attain the 2.0 cumulative GPA. They will also be placed on academic checklist, which will prohibit them from registering for future semesters until they meet the requirements set out by the Herron Admissions and Student Services office.

Academic Dismissal

A student in the Herron School of Art and Design may be dismissed from the school when, in the judgment of the faculty, the student has ceased to make satisfactory progress toward a degree. When an undergraduate student fails to attain a C (2.0) cumulative GPA in any two academic semesters, the student is automatically considered to be making unsatisfactory progress toward a degree and is therefore eligible for dismissal. The student will be informed in writing by the Assistant Dean of Admissions and Student Affairs. The student will be withdrawn from any courses in which they are currently enrolled and will be placed on academic checklist, which will prevent registration for future semesters. Any student who has been dismissed under these provisions may be readmitted only after one year has passed.

Petition for Readmission

Students who have been dismissed may appeal via an electronic form to the Herron Admissions and Student Services office. The assistant dean may readmit the student if they decide that evidence of changed circumstances indicates the probability of improved academic performance. Each petition is considered individually, and a decision is based on the student's academic history and personal circumstances. Petitions are due to Herron Admissions and Student Services Office by October 15 for spring admission and April 15 for fall admission. Students readmitted through this appeal process must earn a minimum cumulative semester GPA of 2.3 or above for the returning semester. Readmitted students failing to achieve the cumulative 2.3 GPA are permanently dismissed from the Herron School of Art and Design. A link to the form can be obtained by emailing herron4u@iupui.edu.

Academic Forgiveness

The Herron School of Art and Design academic forgiveness policy applies to former IU Indianapolis students pursuing a first undergraduate degree who have been away from IU Indianapolis and have not attended any other college or university, including any campus of IU, for at least three years. Only students who meet the three-year requirement and have a GPA not greater than 2.0 will be considered for the forgiveness policy. If the student's petition is approved, all previously taken courses will remain on the permanent record but will not count toward the student's GPA. Only course credits with grades of A through C, P, and S will count toward degree completion but again will not count towards the student's GPA.

If a student's petition for forgiveness is approved, the student enters Herron with a recalculated cumulative GPA of 0.0, after which all the rules of academic probation and dismissal for Herron School of Art and Design will apply. After approval, the student must complete a minimum of

32 credit hours at IU Indianapolis. All eligible students will be admitted under the Herron School of Art and Design curriculum in place at the time of admittance. If the petition is approved, the Assistant Dean of Admissions and Student Affairs has the authority to impose stipulations or conditions upon the enrollment of the student. Herron School of Art and Design reserves the right to deny the acceptance of credits from obsolete courses when the student has been away from Herron for three or more years. Forgiveness may be invoked only once.

Pass/Fail Option

The Pass/Fail option is available to Herron undergraduate students in good standing for a maximum of 12 credit hours of academic elective study within the total degree requirements. This option may not be used for studio courses or the required freshman English courses, and it is limited to two courses per year, including summer instruction. Under the Pass/Fail option, a grade of P (Pass) will not be used in computing the GPA, but an F grade will be so used. A grade of P will not be subsequently changed to an A, B, C, or D. Students electing to take the Pass/Fail option in an elective course must complete the required form in the Herron Admissions and Student Services Office before the deadline published each semester in the IU Indianapolis Schedule of Classes.

Grades of I (incompletes)

A grade of I (Incomplete) may be assigned by an instructor when exceptional circumstances, such as illness, prevent students from finishing all work required in a course within the term. The grade of I will be awarded only if the work is mostly complete, and of passing quality. The student must complete all coursework within the time allowed by the instructor with a maximum of one year or the I will be automatically changed to an F. For complete information on the Incomplete Grade policies and procedures, visit the Student Central website [here](#).

If students have to retake the course in order to remove the Incomplete, they should not re-enroll in the course. Instead, they should make arrangements with the original instructor and any new instructor to sit in on a portion of or the entire course as required by the instructor(s). In all cases, the original instructor is responsible for assigning the final grade. If he or she is unavailable or no longer with the university, the student should consult with the chair of the department in which the course is offered. If after receiving an Incomplete, students wish to withdraw from the course, they must follow the official IU Indianapolis procedures for withdrawal.

Students should understand that sitting in on a course or otherwise making up the Incomplete does not count as part of the full- or part-time course load for financial aid purposes or for loan deferments. For complete information on the Incomplete Grade policies and procedures, visit the Student Central website [here](#).

Grade Replacement Policy

The IU Indianapolis Grade Replacement Policy (formerly known as the FX policy) was revised effective fall 1996. This policy allows approved undergraduate students seeking their first degree to repeat courses—a maximum of 15 credit hours, subject to school/division approval—in order to improve poor grades, including grades of F. If a student earns the same or a higher grade after repeating

the course, only the second grade will be counted in the cumulative GPA. Replacement does not happen automatically, so students must notify the school recorder that the course has been taken a second time and that they wish to exercise this option. Certain restrictions apply, and the grade replacement policy may not be honored by some schools when considering admission to the school or in computing graduation honors. For more information, students should contact their school/division.

The 15 credit hour limit includes any course(s) previously replaced using the FX policy. A student may exercise the Grade Replacement Policy no more than two times for a single course, and once invoked, a student may not reverse the grade replacement granted in a particular course. The replaced grade will be excluded from the IU cumulative GPA, but the course and the replaced grade will remain on the student's academic record with a notation indicating that the grade exists but is excluded from the cumulative GPA. The use of the forgiveness policy does not preclude a student from using grade replacement for course work taken subsequent to re-enrollment as defined by the forgiveness policy.

To use the grade replacement procedure for a course originally taken on another IU campus, that campus must be willing to place the replacement flag on the course at IU Indianapolis' request.

Grades of F or other grades assigned due to academic misconduct are not eligible for grade replacement.

Not all IU Indianapolis units accept the general policy as stated above. If a student changes programs, schools, or campuses to a program that does not recognize the Grade Replacement Policy, the original grades will once again be averaged into the student's GPA.

This policy is not available for graduate students or students seeking any second undergraduate degree. For a copy of this policy, visit the Office of the Registrar's Web site (registrar.IU Indianapolis.edu/replace.html).

Grades Given Upon Withdrawal from the Course

Withdrawal After Automatic Withdrawal Period

After the automatic withdrawal period a student may withdraw only with the permission of their dean. This approval is given only for urgent reasons relating to extended illness or equivalent distress. To qualify for the grade of W, a student must be passing the course on the date of withdrawal. If the student is failing, the grade recorded on the date of withdrawal will be F.

Graduation

Students expecting to complete a course of study leading to the degree of Bachelor of Fine Arts, Bachelor of Art Education, Bachelor of Arts, Master of Fine Arts, or Master of Design, must be in good standing and file an application for graduation. Deadlines and electronic processes can be found [here](#). After they file this application, their records will be reviewed, and they will be notified of graduation status.

General Requirements for a Baccalaureate Degree

- Complete the minimum credit hours as required by degree program.
- Achieve a minimum overall GPA of 2.0.

- Achieve a minimum Herron studio GPA of 2.0.
- Be in residence at Herron for at least two semesters, and complete, while at Herron, at least 24 credit hours of studio work at the 300 level or higher.

Requirements for a Second Degree

Holders of bachelor's degrees who have additional academic objectives may, if admitted by the Herron School of Art and Design, pursue a second bachelor's degree. The student must earn a minimum of 24 additional credit hours in residence and meet the requirements of the Herron School of Art and Design and of the program in which they are enrolled.

Student Complaint Procedures

IU Indianapolis has developed guidelines and procedures to address situations when a student believes their rights as defined in the IU Indianapolis Code of Student Rights, Responsibilities and Conduct (Student Code) have been violated by a member of the university faculty, staff, or administration. The rights addressed in the Student Code include individual rights (for citizenship, discrimination, sexual harassment, harassment based on sexual orientation, and racial harassment) and academic rights.

Herron supports the student rights in the Student Code. Herron's policy on student complaints against faculty (full-time, part-time adjunct, and graduate student instructors), staff, or administration applies to complaints that a student may have in the pursuit of his or her education.

Student Complaint Policy

A student who believes their rights in pursuit of their education as specified in the IU Indianapolis Code of Student Rights, Responsibilities, and Conduct have been violated by Herron faculty, staff, or administration have the right to file a grievance against the person who they believe has violated these rights with the Assistant Dean of Admissions and Student Affairs.

The complaint process involves two steps: Informal Complaint and Formal Complaint

1. Informal complaint made by an individual student

- The student should ordinarily attempt to resolve the complaint informally with the person
- If the complaint cannot be resolved informally or if the student has a justifiable reason for not going directly to the person involved, the student may make an informal complaint to the Assistant Dean of Admissions and Student Affairs.
- A complaint against the Assistant Dean of Admissions and Student Affairs should go to the Dean.

2. Formal complaint made by an individual student

- When a student makes an informal complaint and perceives the response to be unsatisfactory, they should file a formal complaint to the Assistant Dean of Admissions and Student Affairs by completing a Formal Complaint Form. These forms are available in the Office of Admissions and Student Services.
- A copy of the complaint will be shared with the immediate supervisor of the individual involved.

- Formal complaints must be filed within 6 months of the issue in question.
- The assistant dean must consider a formal complaint within twenty-one calendar days after it has been received.
- The assistant dean and the individual's supervisor will gather facts and discuss the matter individually with the students and the person involved in the complaint.
- The assistant dean and supervisor may ask the student and person who is the subject of the complaint to meet together in an effort to resolve the complaint.
- The referral must include all documents pertaining to the complaint.
- The Assistant Dean of Admissions and Student Affairs should remove themselves from considering a complaint for reasons of bias or personal involvement.

Residency Requirement for Degree Purposes

The institution maintains structures or practices that ensure the coherence and quality of the programs for which it awards a degree. Typically, institutions will require that at minimum 30 of the 120 credits earned for the bachelor's degree and 15 of the 60 credits for the associate's degree be credits earned at the institution itself, through arrangements with other accredited institutions, or through contractual relationships approved by the Commission. Any variation from the typical minima must be explained and justified.

Herron minors require at least 6 credits in residency.

Last updated: March 2024

Graduate Policies General Policies and Procedures

Grading requirements for MFA and MDes

All graduate courses utilize the standard Indiana University Grading Scale. Grading policies applied to MFA majors utilize policies of the Indiana University Graduate School.

Only courses with grades of "C" or better will count toward the necessary hours for graduation, although ALL grades (except ineligible course work and transfer credit) are used in computing the GPA. A course grade of "C" represents minimum performance.

A candidate must achieve a cumulative grade point average of 3.0 per semester for graduate courses to remain in good academic standing, to complete graduation requirements and to maintain funding of Herron scholarships and fellowships. Courses not approved as a part of the student's MFA curriculum will not be included in calculation of the MFA GPA (Grade Point Average).

If a "D+"/ "D"/"D-" is earned, the hours will NOT count toward graduation, but the grade will be used in calculating the GPA. The course cannot be repeated;

additional course work to replace the hours and review work will be recommended.

If an "F" is received in a course, the hours will NOT count toward graduation but the grade will be used to calculate the GPA. If the course is an elective, it may not be repeated. Required courses must be repeated, however (sequencing rules will apply).

No points are assigned for the following grade symbols: I (incomplete), NC (no credit), NR (no report filed by the instructor), S/F (satisfactory/failure), or W (withdrawn).

Grade requirements for MA Art Therapy

Students must maintain an overall grade point average of 3.0 to remain in their graduate program. In addition, all students must maintain a 2.0 in each course of their graduate program for the course to count towards their degree requirements. Any grade below a 2.0 will need to be retaken to count towards the completion of the master's program.

Incomplete

An incomplete grade in a graduate course will only be permitted in exceptional circumstances, such as a documented serious illness or injury. *No one may have an incomplete simply to gain more time to complete course requirements.*

Academic probation, dismissal

An MFA, MDes, or MA candidate will be put on probation if they have not met the academic, research, or professional conduct standards expected for their level of professional study. In case of academic/thesis probation, the student will be notified in writing of the terms of probation including the criteria that will need to be met along with a timeline for the successful completion of the terms. If a candidate does not, or cannot, meet the terms, timeline, and/or criteria outlined by the probation period, one academic semester unless noted otherwise), then the candidate will be dismissed from the program.

Residency Requirement for Degree Purposes

The institution maintains structures or practices that ensure the coherence and quality of the programs for which it awards a degree. Typically institutions will require that at minimum 30 of the 120 credits earned for the bachelor's degree and 15 of the 60 credits for the associate's degree be credits earned at the institution itself, through arrangements with other accredited institutions, or through contractual relationships approved by the Commission. Any variation from the typical minima must be explained and justified.

Leave of Absence Policy Overview

Leaves of absence allow graduate students enrolled at Herron School of Art and Design to pause their degree requirements due to unforeseen events that interfere

with their academic progress. During a leave, you are not expected to make progress toward your degree. Although you may complete coursework from previous terms during a leave, you may not attend class, use the leave to advance current coursework, prepare for exams, or work on your thesis or master's culminating project. Additionally, students granted leave of absence will not be allowed to complete any university-related work or faculty-guided research. After a leave of absence, you are expected to return to your program of study and resume progress toward your degree. All leave requests are reviewed and granted on a case-by-case basis. If you feel you need to request a leave of absence, please contact the graduate director in your program area to discuss whether or not this may be appropriate for your situation.

Continuing enrollment

Students who have completed all required coursework but whose thesis is incomplete must enroll each semester (excluding summer sessions) until the committee has approved the final document. Once such students have accumulated 60 credit hours in completed course work and deferred thesis credits, they must enroll for 6 hours of graduate credit (HER-G901) each semester until the degree is completed. The fee for this course each session is \$150. Students are permitted to enroll in G901 for a maximum of 6 semesters. Failure to meet the continuous enrollment requirement will automatically terminate the student's enrollment in the degree program.

Withdrawal After Automatic Withdrawal Period

After the automatic withdrawal period a student may withdraw only with the permission of his or her dean. This approval is given only for urgent reasons relating to extended illness or equivalent distress. To qualify for the grade of W, a student must be passing the course on the date of withdrawal. If the student is failing, the grade recorded on the date of withdrawal will be F.

Last updated: April 2022

Certificates

CERTIFICATES

Pre Art Therapy

Last update: March 2021

Pre- Art Therapy Certificate

Pre-Art Therapy Certificate

Procedure

Students who wish to undertake this coursework should contact Herron Student Services to register, review the requirements, and plan their program of study.

Students must pick up and submit the Application for Completion of the certificate in the Herron Office of Admissions and Student Services, HR 126, in their final semester of certificate coursework.

Requirements

33 credits total. Only courses completed with a grade of C (2.0) or higher will count toward the certificate. Up to 24 hours of transferred credit may count toward the certificate.

Courses

3 credits of HER-T 200 Introduction to Art Therapy

18 credits of Studio Art coursework in any 2-dimensional and 3-dimensional media

12 credits of Psychology coursework as follows:

- PSY-B 110 Introduction to Psychology (3 credits)
- PSY-B 310 Life Span Development (3 credits)
- PSY-B 380 Abnormal Psychology (3 credits) (prerequisite: PSY-B 110)
- Psychology elective (3 credits)

Last update: March 2022

Dual Degree - BAE and BFA

Adding the BFA degree certifies students to teach art P-12 and provides a strong studio foundation. The BFA requires more than 30 additional hours in studio/history. Students wishing to pursue the double major should consult with both advisors for the BFA and BAE each semester. Electives in one degree may be met by fulfilling requirements in the other degree; advisors can counsel on the most efficient path for completion of the program. The double major takes five and one half years to complete, including summer school. Students must successfully pass both portfolio reviews (Art Education and Fine Arts Reviews).

- Admission into the Art Education Program
- Maintain a 2.8 GPA at all times and no lower than a C in all methods courses
- Pass the Sophomore Review into the Art Education Program in the fall semester of the sophomore year
- Admission into the Teacher Education Program
- Maintain a minimum GPA of 2.8
- Complete formal application to the Teacher Education Program by February 1 of the sophomore year. This online application can be accessed through the IU Indianapolis School of Education website; select the All Grade application option

Timeline Requirements

Freshman Year

- Obtain and read both the Herron and School of Education sections of the IU Indianapolis Campus Bulletin concerning Art Education programs and student teaching for students in all grades. Planning your academic progress in this school is your responsibility. Please meet with your advisors prior

to registration each semester to be sure all your requirements are being fulfilled

- Maintain a minimum GPA of 3.0 in all major area courses and professional education courses, and a 2.0 in Speech COMM-R 110, English, and Composition ENG-W 131

Sophomore Year

(completion of at least 36 hours of course work)

- Attend Herron orientation session in late Fall
- Prepare a portfolio of work, submit artist statement on Oncourse, and sign-up for the sophomore review session in late fall
- Complete formal application online to School of Education February 1 after acceptance into the Art Education Program
- Upon acceptance into the Teacher Education Program, sign up and attend the School of Education orientation program

Junior Year

(completion of at least 56 hours of course work)

- Register for student teaching in the fall ONE FULL ACADEMIC YEAR PRIOR to the academic year in which you plan to student teach. Failure to register in time will detain student teaching for one full year, no exceptions. Consult the section on student teaching for All-Grade Education (P-12 license) in the School of Education section of the IU Indianapolis Campus Bulletin or website
- Register online for the P-12 Development Pedagogy Test and the Content Area Assessment (Art Education) at the Indiana Core Assessments website [here](#). the summer prior to student teaching. Results from this exam take several months to receive and can delay hiring. Teachers cannot be hired in Indiana without proof of passing test scores on this exam. Study guides are available at the website.
-

Senior Year

(completion of at least 86 hours of course work)

- Apply for the BAE degree in the Herron Office of Student Services by October 15 of the academic year in which you plan to graduate.
- If you plan on teaching in Indiana, apply online for a teaching certificate to the Indiana Licensing Verification and Information System. The application process is clearly identified on the School of Education homepage under Licensing. Students are responsible for understanding all requirements for graduation and for completing them by the time they expect to graduate. Please call the Education Student Services Office for more information about the School of Education programs and keep in close contact with your Art Education advisor.

Bachelor of Art Education

Students who wish to become certified to teach in public schools may pursue either a Bachelor of Art Education or certification within the Master of Art Education at Herron. Herron School of Art and Design's Art Education Program is offered in conjunction with the School of Education and the Indiana Department of Education. These bodies have established certain academic requirements for earning a degree and/or licensure in Art Education in all grades (P-12) in Indiana.

The Bachelor of Art Education Program leads to certification (teaching license) in Art Education in all grades (P-12) in the state of Indiana. The program features a commitment to practical experience integrated with a strong studio program. Throughout the program, students increase skill and knowledge in the content of art education today, including art inquiry, critical and contextual inquiry, visual literacy, studio practice, and teaching methodology. Students gain experience by teaching school-age students in a variety of programs and settings and, including student teaching. In addition, students observe and participate in art programs and events citywide.

Students enrolled in the Bachelor of Fine Arts degree program at Herron School of Art and Design may also pursue an All-Grade Indiana State Teachers License in Art (See Dual Degree, BAE and BFA). Students wishing to pursue certification need to declare an art education major and follow the requirements for this degree as well as the BFA. Students should meet regularly with advisors from both major areas to ensure efficient completion of both degrees.

Curriculum Requirements for the BAE Degree

Accreditation of teacher education units are met through the Division of Professional Standards within the Indiana Department of Education.

Academic Requirements

Art Education majors must fulfill the IU Indianapolis general education requirements corresponding the IU Indianapolis' Statewide Transferrable General Education Core:

Foundational Intellectual Skills

- Analytical Reasoning (6 cr. of which 3 must be Quantitative Reasoning)
- Core Communication (6 cr.)
- Cultural Understanding (3 cr.)

Intellectual Breadth and Adaptiveness

- Arts/Humanities and Social Sciences (9 cr. total, with at least 3 cr. in each area)
- Life and Physical Sciences (6 cr.)

Art History: 12 cr.

- HER-H 101 (may also count toward General Education arts/humanities requirement)
- HER-H 102 (may also count toward General Education arts/humanities requirement)
- HER-H 205
- 3 additional Art History credit hours

Humanities: 3 cr.

Last updated: April 2021

Bachelor of Art Education

From the following group:

- Communication Studies
- Comparative Literature
- English
- Folklore
- Foreign Language
- Journalism
- Music
- Philosophy
- Religious Studies

Life and Physical Sciences: 3 cr.

Three credits beyond those in the Gen Ed core chosen from the following group (a minimum of 3 cr. in biology is required):

- Anatomy
- Astronomy
- Biology (Required)
- Chemistry
- Computer Science
- Food and Nutrition
- Mathematics
- Physics
- Physical Geography
- Physiology

Social and Behavioral Sciences: 9 cr. total, including those in the General Education Core:

From the following group:

- Anthropology
- Business
- Economics
- History
- Nonphysical Geography
- Political Science
- Psychology
- Public and Environmental Affairs
- Social Work

Professional Education: 26 cr.

The following education courses are required in order to fulfill requirements of the Indiana Professional Standards Board:

Block One

- EDUC-M322/M301 Diversity and Learning (10 cr.)

Block Two

- EDUC-M420/M 469/M 303 Literacy in Middle School (7 cr.)

Block Four

- EDUC-M482 Student Teaching: All Grades (14 cr.) (8 weeks in elementary/8 weeks in secondary.)

Art Education: 11 cr.

The following required courses must be taken in the proper block sequence:

Pre-Block

- M220 Art Education and Media of the 21st Century OR
K201 Intro to Photographic Processes
Block One
- HER-M371 Foundations of Art Education (4 cr.)
Block Two
- HER-M472/M400 Teaching Art in Elementary Schools (3 cr.) and Lab/Field experience
Block Three
- HER-M473/M401 Teaching Art in Secondary Schools (3 cr.) and Lab/Field experience
Block Four
- HER-M482 Seminar in student teaching (1 cr.)

Studio (47 cr.) including:

- Foundation-Year Program 20
- HER-M 311: Art Education Studio (3 cr.)
- Her-D 201: Drawing II (3 cr.)
- Three-dimensional studio
- Ceramics, furniture design, sculpture (6 cr.)
- Herron studio course 300/400 level (6 cr.)
- Herron studio electives (6 cr.)

*These courses must be taken with a grade of C or higher. Failure to pass these courses will prohibit student from further study in the Art Education Program. Please see your academic advisor before registering for classes.

A minimum total of 125 credit hours is required. Students may exceed this amount depending on courses selected. Please see an Art Education advisor before registering for classes. All Art Education students must maintain a grade point average of 2.8.

Last updated: April 2023

Academic Requirements

Academic Requirements for a BA in Art History

A minimum of 120 credit hours is required to complete the Bachelor of Arts in Art History degree.

A minimum cumulative grade point average of 2.0(C) is required for graduation.

Art History majors must fulfill the IU Indianapolis general education requirements corresponding to IU Indianapolis' Statewide Transferable General Education Core.

Additional Requirements for a BA in Art History

- 1 credit hour in a first-year seminar
- 3 credit hours in English Composition II (ENG-W270)
- 8 credit hours in foreign language
- 3 credit hours in natural science
- 6 credit hours in history
- 6 credit hours in arts and humanities
- 3 credit hours in social and behavioral sciences
- 6 credit hours in studio art
- 9 credit hours in advanced courses
- A minimum of 36 credit hours of Art History courses are required. These 36 credits must include HER-H101, HER-H102, HER-H205, HER-H470, and a method or theory course. HER-H 100 Art

Appreciation and HER-H 221 Art Past and Present may not be counted for the Art History major or minor requirements, but may be used for general elective credit. However, HER-H 100 and HER-H 221 may count toward elective credit in the major only if taken before HER-H 101, HER-H 102, and HER-H 205. At least 3 credits must be in courses designated as focused on art history method or theory. No course in Art History in which a student receives a grade below C (2.0) may be used to fulfill the 36 credit hour requirement.

- A minimum of 3 credit hours must be in art history theory or method. This is recommended for the sophomore year.
- A minimum of 3 credit hours must be coursework that addresses cultures outside of the United States and Europe. This does NOT need to be an art history course. Study abroad courses that travel to parts of the world beyond the US and Europe can be used toward this requirement. Advanced foreign language courses cannot count unless they significantly address the literature and culture of a non-European region. Credits toward this requirement can also be counted in another category.
- A minimum of 18 credit hours of electives is required.
- A minimum of 26 credit hours of 300- and/or 400-level courses must be completed at Herron/IU Indianapolis.
- A maximum of eight courses may be taken Pass/Fail but no more than two Pass/Fail courses may be taken in any one academic year. Pass/Fail courses can be used only as electives or no major 300- or 400-level requirements.
- A maximum of 12 credit hours may be taken by correspondence through the Indiana University School of Continuing Studies. Authorization from the Art History Program faculty and the Student Services Office at Herron School of Art and Design is required prior to registration.
- Once a course has been applied toward one requirement, it cannot be used again to satisfy a second requirement except where explicitly stated otherwise. In addition, except in cases of variable title courses, internships, and other special topics courses, no course number can be counted more than once toward graduation.

Last update: April 2023

Distribution Requirements

Distribution Requirements

See the Herron website for further description of the curriculum and its requirements.

Last update: March 2016

BA in Art History

BA in Art History

Herron School of Art and Design offers both a major and a minor in art history. The Bachelor of Arts major in Art History gives the undergraduate student an opportunity

to study the visual culture of humankind from prehistoric times to the art of today and to understand the significant role played by visual art in societies worldwide. The minor in Art History enables students majoring in other areas to expand their knowledge of Art History and gain valuable career-building experience.

Through the study of Art History, students develop skills in key areas: visual analysis, critical thinking, research, and writing. These abilities enhance visual literacy, enrich life experiences, and provide a foundation for a variety of rewarding career opportunities. Fields such as teaching, museum work, art conservation and restoration, historic preservation, architecture, art dealership, auctioneering and collecting, art criticism and journalism, advertising, filmmaking, exhibition design and preparation, historical research and writing, interior and commercial design, art librarianship, consulting, the law, and publishing can build on an education in Art History. Art history also enriches the life of the practicing artist.

- Academic Requirements
- Minor in Art History

Bachelor of Fine Arts

Bachelor of Fine Art Degree Programs
Ceramics, Furniture Design, Drawing & Illustration, Integrative Studio Practice, Painting, Photography, Printmaking, Sculpture, Visual Communication Design

General Academic Requirements

Students in Herron BFA degree programs must successfully complete a program of general academic courses, as well as more concentrated studies within their specialties, to earn their degrees. Students are required to have 12-15 credit hours of art history and theory, and 30 credit hours of general education courses divided into the broad domains of foundational intellectual skills (Core Communication, Analytical Reasoning, and Cultural Understanding) and course work that promotes intellectual breadth and adaptiveness (Life and Physical Sciences; and Arts, Humanities, and Social Sciences). This general education course work is aligned with the Indiana Statewide Transferable General Education Core competency domains and once completed, will subsequently transfer to another Indiana state educational institution.

Distribution of credits is as follows:

Foundational Intellectual Skills

Students must take 15 credit hours related to Foundational Intellectual Skills. This includes 6 credits related to Core Communication skills, 6 credits in Analytical Reasoning, and 3 credits related to Cultural Understanding.

- Core Communication: 6 credits
- Analytical Reasoning: 6 credits
- Cultural Understanding: 3 credits

Intellectual Breadth and Adaptiveness

Courses pertaining to Intellectual Breadth and Adaptiveness help to foster the "ways of knowing" that are characteristic of particular fields ranging from science and the social sciences through humanities and arts. This includes 6 credits in the Life and Physical Sciences, and 9 credits distributed across the Arts/Humanities and the Social Sciences.

- Life and Physical Sciences: 6 credits
- Arts/Humanities and Social Sciences: 9 credits total, with at least 3 credits in each area

Academic Electives

An additional 6 credits must be taken from one or more of the following subject areas: humanities; life and physical sciences; social and behavioral science. Art history may not be used to satisfy this academic elective requirement. Total: 6 credits

BFA First-Year Foundation Program

The Foundation Program serves as a base for future work at Herron. In the Foundation Program, students develop drawing skills, powers of observation, an understanding of visual principles, and a working knowledge of materials and techniques, while becoming more knowledgeable about art history. The program is constructed so that students, through self-examination and faculty counseling, will be able to select intelligently the area in which they will major when the Foundation Program has been completed. Much of the success of Herron programs has been due to the comprehensive strength of the Foundation Program and the basic preparation that it provides.

The Foundation Program, or its equivalent in previously earned credit (as determined by the Admissions Committee), is a prerequisite for work in the fine arts and education degree programs.

Foundation Program Curriculum

Semester I Credits

- HER-D 101 Drawing I (3 cr.)
- HER-F 121 Two-Dimensional Design (3 cr.)
- HER-F 123 Three-Dimensional Design (3 cr.)
- HER-X 101 Foundation Resources Workshop (1 cr.)

Recommended: Art History 101 History of Art I (3 cr.)

Semester II Credits

- HER-D 102 Drawing II (3 cr.)
- HER-F 130 Studio Art & Technology (3cr.)
- HER-F 131 Image 4D Studio (2 cr.)
- HER-F 132 Building/Making (2cr.)

Recommended: Art History 102 History of Art II (3 cr.)

BFA Degree Programs

- Ceramics
- Furniture Design
- Drawing & Illustration
- Integrative Studio Practice
- Painting
- Photography
- Printmaking
- Sculpture
- Visual Communication Design

Last update: March 2023

Ceramics

The BFA in Ceramics is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Ceramics. Students in the program develop critical thinking skills, refine their intellectual

and creative processes, and learn both traditional and contemporary aspects of the ceramist's craft.

The Ceramics curriculum develops an understanding of ceramics as an expressive artistic medium in contemporary society. The study of ceramic materials and techniques is balanced with the study of historical tradition and contemporary trends. The ceramic studio is well equipped so that students experience the variety of technologies used by contemporary artists. The program provides a solid foundation for students pursuing graduate studies or a studio art career.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements:

- HER-C204 Ceramics Hand Building (3 cr.)
- HER-C206 Ceramics Wheel Throwing (3 cr.)
- HER-C304 Ceramics III (3 cr.)
- HER-C305 Ceramics IV (3 cr.)
- HER-C307 Clay and Glaze (3 cr.)
- HER-C308 Wheel Throwing II (3 cr.)
- HER-C400 Ceramics V (6 cr.)
- HER-C405 Ceramics VI (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- Academic elective (3 cr.)
- English Literature Course (3 cr.)

Total: 125 credits

Last update: March 2024

Drawing and Illustration

The BFA in Drawing and Illustration is a unique professional undergraduate degree that combines applied arts and fine arts disciplines. Students in the program develop skills intended to serve client interests via illustration courses, but also pursue their own creative visions via select Drawing experiences.

Purposeful communication of intent is a component of both paths, and the Drawing and Illustration curriculum provides a productive framework for students' development as communicative creators. Introductory courses stress the importance of skill coupled with inventiveness, intermediate courses stress experimentation and addressing higher-level challenges, and advanced courses focus on professional-level approaches and studio practices.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

15 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

credits distributed as follows:

- D201 Drawing III - 3 cr
- D202 Drawing IV - 3 cr
- A205 Intro to Illustration I - 3cr
- A206 Intro to Illustration II - 3 cr

- A303 Intermediate Illustration I - 3 cr
- A304 Intermediate Illustration II - 3 cr
- D303 Drawing/ Illustration: Digital Rendering - 3 cr
- D304 Drawing/Illustration: Narrative Imagery - 3cr
- A403 Advanced Drawing and Illustration - 6 cr
- A404 Advanced Drawing and Illustration - 6 cr

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Furniture Design

Furniture Design

The BFA in Furniture Design is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Furniture Design. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the furniture designer's craft.

Herron School of Art and Design has established a tradition of providing a rich and stimulating environment for aspiring studio art furniture makers. The Furniture Design Program curriculum provides students the framework for their development as designers and makers. The Furniture Design Program's commitment to excellence is reflected in the high standards of professionalism achieved by its graduates.

Courses are taught by experienced and accomplished faculty. Students have the use of a well-equipped and maintained woodworking shop/studio. Introductory courses stress the importance of drawing, conceptualizing skills, design research and development, construction techniques and technologies, model making, art furniture history, and the completion of full-size furniture prototypes.

Intermediate and advanced courses challenge students to continue to develop their technical skills and begin to forage personal design aesthetic. Career goals and strategies are explored and developed. Classes are augmented with visiting artists, field trips, student/professional design competitions and shows, and other pertinent professional activities.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core

Foundation Studies

19 credits

Art History, Theory, and Criticism

18 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

33 credits distributed as follows

- HER-Q241 Furniture Design 1 (3 cr.)
- HER-Q242 Furniture Design 2 (3 cr.)
 - HER-Q341 Furniture Design 3 (6 cr.)
- HER-Q342 Furniture Design 4 (6 cr.)
- HER-Q441 Furniture Design 5 (6 cr.)
- HER-Q442 Furniture Design 6 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- Academic elective (3 cr.)
- English Literature Course (3 cr.)

Total: 125 credits

Last update: March 2024

Integrative Studio Practice

Integrative Studio Practice

The BFA in Integrative Studio Practice (ISP) is a professional undergraduate degree for students whose artistic goals entail working with media in combination. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of artistic

practice. Opportunities following graduation are essentially the same as for students identifying with a single program.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Statewide Transferrable General Education Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism and Professional Development

15 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

Students will take 15 credits of dedicated coursework in Integrative Studio Practice. In addition, students will select an area of concentration, designated here as "major studio," in which they will pursue 15 credits.

30 credits distributed as follows

- Beginning Integrative Studio Practice (3 cr.)
- 200-level major studio (3 cr.)
- Intermediate Integrative Studio Practice I (3 cr.)
- Intermediate Integrative Studio Practice II (3 cr.)
- 300-level major studio (6 cr.)
- Advanced Integrative Studio Practice III (3 cr.)
- 400-level major studio (6 cr.)
- Capstone: Integrative Studio Practice (3 cr.)

Non-Studio requirements

- ENG-L 105 or L115 English Literature (3 cr.)
- Open elective (3 cr.)

Total: 125 credits

Last update: March 2024

Painting

Painting

The BFA in Painting is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Painting. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the painter's craft.

The Painting Program features balanced instruction and a diverse faculty presenting a wide range of viewpoints. This

well-rounded educational preparation provides students with the opportunity to acquire the knowledge and ability essential to creative activity.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to the IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone focus

Major Studio Requirements

Credits distributed as follows

- HER-P201 Painting 1 (3 cr.)
- HER-P202 Painting 2 (3 cr.)
- HER-P301 Painting 3 (3 cr.)
- HER-P302 Painting 4 (3 cr.)
- HER-P303 Concepts in Figuration 1 (3 cr.)
- HER-P304 Concepts in Figuration 2 (3 cr.)
- HER-P401 Painting 5 (6 cr.)
- HER-P402 Painting 6 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Photography

Photography

The BFA in Photography is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Photography and associated media. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the photographer's craft.

As digital technology effectively blurs the line between films, periodicals, television, and photographs, students of photography are constantly challenged to define and reexamine the photographer's role in society and contemporary art practices.

A photography student will approach the study of Photography beginning with traditional black and white materials and progress to color processes with a concentrated examination of contemporary still and moving digital medias. By examining the history of photography, students will understand the roles photography played in culture throughout the past and its current position as an art form and cultural phenomena. Technical proficiency, personal growth, as well as conceptual and aesthetic development are emphasized equally.

Herron's photography facilities are among the best in the nation. With our hybrid approach to both analog and digital media, the department supports multiple black and white labs, a computer lab with state of the art scanning and inkjet printing equipment, a shooting studio, a large dedicated finishing area complete with wall cutters, hot and cold mounting presses, and a convertible gallery space. This permits students to work in a variety of formats and media, including black and white silver gelatin printing, analog chromogenic development and printing processes, large scale inkjet printing, historical, alternative, and mixed media processes, sound and video. Students will have access to professional equipment, including medium format, and 4x5 film based camera, and DSLRs, video cameras, studio lighting kits, light meters, tripods, and limited state of the art digital equipment.

At various points in the curriculum students will be required to purchase their own personal equipment to grow their creative and technical capabilities. This includes purchasing a light meter in their sophomore year, a DSLR by fall of junior year, and a laptop by spring of junior year. Students are also required to complete an internship as part of the curriculum as it provides for extremely valuable real world experience that classroom teaching cannot simulate.

Mastering technical processes and developing your own artistic vision prepares you for a choice of multiple careers in photography and related fields. Employment opportunities include working perhaps as a studio artist

and exhibiting work in fine art galleries and museums; being employed as a documentarian, publishing work in newspaper and other print venues or working in museum documenting works of art; as a commercial photographer; or as a portraitist. Many of our graduates work in emerging digital media, still, moving, and the worldwide web.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to IU Indianapolis degree maps. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism and professional development

15 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X401 Senior Capstone Focus

Major Studio Requirements

- HER-K201 Introduction to Photographic Processes (3 cr.)
- HER-K202 Analog to Photography 2 (3 cr.)
- HER-K211 Intermediate Digital Photography (3 cr.)
- HER-K300 Photography and Intermedia: Time-Based Art (3 cr.)
- HER-K301 Lighting for Photography (3 cr.)
- HER-K302 Hybrid Approaches to Photography (3 cr.)
- HER-K303 Color Photography (3 cr.)
- HER-K330 OR HER-K430 Photography and Intermedia Seminar (Variable Topics) (3 cr.)
- HER-K401 Photography V (6 cr.)
- HER-K402 Photography VI (6 cr.)
- HER-K411 Individual Research in Photography (3 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)

- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Printmaking

Printmaking

The BFA in Printmaking is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Printmaking. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the printmaker's craft.

The Printmaking curriculum provides a broad and intensive experience for printmaking majors and studio elective opportunities for other fine arts, Visual Communication Design, and Art Education students. Course work in lithography and etching is offered at beginning, intermediate, and advanced levels every semester. Processes covered include plate and stone lithography and the intaglio processes of etching, engraving, and aquatint. Additional courses include printing in monotype, woodcut, and silkscreen. Spacious, well-equipped, accessible facilities for the study of these traditional approaches to printmaking are augmented by additional facilities for the investigation of digital and photomechanical processes.

Basic courses establish a solid, comprehensive foundation of traditional technical skills unique to the printed image, while instruction emphasizes the development of drawing, self-expression, and concept. At the intermediate and advanced levels, students continue to acquire new technical skills. There is extensive work in color, as the emphasis shifts to imagery, concept, and critical thinking.

Advanced students are given considerable autonomy, working largely in self-defined directions in consultation with faculty while focusing on printing technologies most appropriate for individual development. Group critiques, field trips, portfolio projects, student exhibition opportunities, and workshops and lectures by visiting artists complement the studio experience by providing critical discussion, participation, incentives, and role models.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to IU Indianapolis degree map. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis' Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

- HER-G201 Etching I (3 cr.)
- HER-G202 Lithography I (3 cr.)
- HER-G301 Etching 2 (3 cr.)
- HER-G302 Lithography 2 (3 cr.)
- HER-G303 Etching 3 (3 cr.)
- HER-G304 Lithography 3 (3 cr.)
- HER-G401 Printmaking 3 (6 cr.)
- HER-G402 Printmaking 4 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.) Total: 125 credits

Last update: March 2024

Sculpture

Sculpture

The BFA in Sculpture is a professional undergraduate degree for students desiring extensive studio experience with an emphasis in Sculpture. Students in the program develop critical thinking skills, refine their intellectual and creative processes, and learn both traditional and contemporary aspects of the sculptor's craft.

Herron's Sculpture Program encourages consistent growth, from the introductory three-dimensional experience through the fourth and final year of advanced work. The multimedia fabrication and foundry facilities provide a level of sophisticated technical experience unique to the undergraduate level.

As sophomores, Sculpture students are introduced to a wide spectrum of techniques and processes, which include metal fabrication, casting, woodcarving,

construction, resins, plastics, and stone carving, as well as work in nontraditional materials. Through a team teaching approach, students are exposed to a broad base of practical information, critical analysis, and creative discourse.

As juniors and seniors, students continue investigations and creative pursuits begun in their sophomore year. Juniors and seniors work more independently as they sharpen their individual focus and prepare for graduate school or professional work. Graduates of the sculpture program have had the opportunity to investigate all three-dimensional media and are prepared to continue independent development.

For the most current curriculum, please see the Herron website. For the recommended four-year plan of study, please refer to IU Indianapolis degree maps. The BFA degree requirements meet the standards established by the National Association of Schools of Art and Design for professional undergraduate degrees in the Fine Arts.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis Indiana College Core.

Foundation Studies

19 credits

Art History, Theory, and Criticism and professional development

Credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H205 Introduction to Contemporary Art (3 cr.)
- HER-HXXX Art History electives (6 cr.)

Professional and career preparation

HER-X201 Professional Practice in Visual Arts I

HER-X301 Professional Practice in Visual Arts II

HER-X410 Senior Capstone Focus

Major Studio Requirements

Credits distributed as follows

- HER-S201 Sculpture 1 (3 cr.)
- HER-S202 Sculpture 2 (3 cr.)
- HER-S301 Sculpture 3 (6 cr.)
- HER-S302 Sculpture 4 (6 cr.)
- HER-S401 Sculpture 5 (6 cr.)
- HER-S402 Sculpture 6 (6 cr.)

Studio Art Electives

27 credits, of which 3 must be N208 Integrative Studio Lab: Rotating Topics (3 cr.)

Non-Studio requirements

6 credits

- English Literature Course (3 cr.)
- Academic elective (3 cr.)

Total: 125 credits

Last update: March 2024

Visual Communication Design

Visual Communication Design

The BFA in Visual Communication Design is a professional undergraduate degree for students to gain theoretical and applied experience that will prepare them for numerous careers within the design discipline.

Visual Communication Design majors prepare for their career by integrating design studies with coursework in the liberal arts and sciences on the IU Indianapolis campus.

Successful students achieve all the learning outcomes defined by the National Association of Schools of Art and Design (Herron's accrediting body) and AIGA (the professional association for design) as essential competencies for design professionals.

Degree requirements

General Education

30 credits corresponding to IU Indianapolis Indiana College Core.

Foundation Studies

20 credits

Art History, Theory, and Criticism and professional development

12 credits distributed as follows:

- HER-H101 History of Art I (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-H102 History of Art 2 (3 cr.) (may be used to fill Arts/Humanities General Education requirement)
- HER-V214 History of Visual Communication (3 cr.)
- HER-V201 Making Meaning (3cr.)

Major Studio Requirements

The VCD curriculum is a sequence of Design Studios, support studios, and several Design Labs. In the junior and senior years, students select from several VCD electives in addition to taking prescribed courses.

Students must complete 9 credits of 400-level coursework in their area of focus with all prerequisites and co-requisites for those courses.

36 credits distributed as follows:

HER-V210 Foundations of Graphic Design (3 cr.)

HER-V211 Typography I (3 cr.)

HER-V251 Typography II (3 cr.)

HER-V308 Design Lab (1.5 cr.)

HER-V311 Typography III (3 cr.)

HER-V340 Design in Context (3 cr.)

HER-V408 Advanced Design Labs (1.5 cr. each / need 3 sections)

HER-V453 Internship (3 cr.)

HER-V230 Brand Identity Design (3cr.)

HER-V325 Kinetic Design (3cr.)

HER-V430 Cross-Cultural Design (3cr.)

HER-V200 Design, Media, and Culture (3cr.)

Academic elective (3 cr.)

Total: 125 credits

Tracks

- Graphic Design
- Digital Experience Design
- Design Strategy

Recommended Associated Subjects for Academic Electives:

- Anthropology and cultural studies
- Business
- Communication and rhetoric
- Engineering
- History
- Psychology and human factors

Recommended Associated Subjects for Studio Electives:

- Book Arts
- Drawing
- Emerging Technologies
- Illustration
- Photography
- Printmaking
- Time-based media / Video

Last updated: March 2023

Degree Programs

Bachelor of Arts

- Art History

Bachelor of Art Education

- Art Education
- Art Education and Bachelor of Fine Arts - dual degree

Bachelor of Fine Arts (BFA)

- Ceramics
- Drawing & Illustration
- Furniture Design
- Integrative Studio Practice
- Painting
- Photography
- Printmaking
- Sculpture
- Visual Communication Design

Bachelor of Science

- Music Technology
- Music Therapy

Bachelor of Science

The department offers graduate and undergraduate programs in music technology and music therapy. All degree programs are focused on technological innovation in the arts to improve access to high quality performing arts and understand the influence of the performing arts on health and well-being. We are training dedicated 21st century musicians with a progressive education emphasizing integrations of science and sound. Our

students learn the technical, theoretical, and creative skills required to be successful in today's music professions.

Our department and programs are accredited by the National Association of Schools of Music (NASM), requiring routine self-evaluation to meet evolving quality standards. Our Bachelor and Master of Science in Music Therapy degrees are also approved by the American Music Therapy Association (AMTA).

The Department of Music and Arts Technology performance ensembles and private lessons are open to both major and non-major students.

Ensemble groups include the Jazz Combos, University Choir, IU Indianapolis Percussion Ensemble, Guitar Ensemble, Telematic Performing Ensemble, Electro-Acoustic Ensemble (E/A), Electronic Music Ensemble (ExME), and DISensemble.

This department awards degrees from Indiana University.

Music Technology

Bachelor of Science in Music Technology

The Bachelor of Science in Music Technology (BSMT) is a four-year degree program instilling students with technical, theoretical, and creative skills required to pursue professional careers in the growing field of music technology. Students enroll in both traditional music studies, (music theory, aural skills, keyboard studies, and applied instrument lessons) as well as our wide-ranging and innovative technology courses of Recording and Production, Creative Music Technology, Digital Signal Processing for Music, and Interface and Instrument Design. The degree culminates with presentation of a capstone project, combining a student's creative, technical, theoretical, and historical knowledge. One hundred and twenty (120) hours of coursework are required with a concentration in an allied field such as computer technology. The degree is designed as a four-year course of study.

The BSMT program covers the following areas of focus:

1. Essentials of Music Technology: Concepts include acoustics, psychoacoustics, analog and digital audio, MIDI, and digital notation.
2. Recording and Production: Technical competency in industry-standard recording software, techniques, and equipment. Concepts include analog and digital recording, microphone design and placement, studio design and setup, mixing, and mastering.
3. Live electronic manipulation and performance: Concepts include hardware and software for live music creation, audio interfaces and live equipment setup, control interfaces for live manipulation of analog and digital instruments, and performance practice.
4. Creation and Composition through Music Technology: The use of technology in creating, composing, and making music in both live and studio practices. Concepts include composition and notation software, and the theory and practice of composition with music technology.
5. Digital Signal Processing and Synthesis: Software design through the use of a graphic programming environment. Concepts include audio and video

digital signal processing, sound synthesis, and interactive and generative media.

6. Interface and Instrument Design: The development of new instruments and interfaces using software programming and hardware construction.

Application to the BSMT Program

Students who wish to pursue a Bachelor of Science in Music Technology degree must submit both an IU Indianapolis online application and a Music and Arts Technology online application [here](#). If approved to do so via this application process, prospective students will also be required to take an audition/interview and two short online placement exams.

Admission Requirements

- First, acceptance to IU Indianapolis - [Apply Here](#).
- Second, submission of the Department of Music and Arts Technology application - [Apply Here](#).
- Third, if approved, complete a scheduled audition/interview session and two short online placement exams (see Audition Information below).

Upcoming audition dates are available from [Music and Arts Technology online application](#).

General Audition Information

The required audition session allows applicants to demonstrate interests, skills, and experiences in 1) music performance and creativity, 2) contemporary music technologies, 3) other arts-related creative, technological, and/or engineering fields, and 4) comprehension of music theory. Applicants are not required to demonstrate in all of these areas, though the audition committee is seeking applicants likely to excel in a degree balancing music technology course work with music theory and performance/creative skills.

A "primary instrument" declared for degree entry is to be used in the audition for a performance/creativity skill demonstration (i.e. a specific instrumental/voice, or "applied music technology" such as laptop/software, midi controllers, etc.). This choice determines a student's path for individual studio instruction throughout the degree. Regardless of primary instrument, applicants are encouraged to bring computer-based demonstrations to illuminate skills and experiences in areas noted above.

Audition requests will be processed only after submitting your application. If an audition is approved and scheduled, you will receive information on how to take two short online placement exams related to the degree program. These online exams must be completed prior to the audition date. Note that 1) your acceptance into IU Indianapolis as a student and 2) the departmental application must both be completed at least three weeks prior to the date of the requested audition.

For detailed departmental audition information click [here](#)

For questions, please contact Ms. Julie Wynn, Academic Advisor, Department of Music and Arts Technology 317-278-3264 julwynn@iupui.edu

Updated: March 2024

Music Therapy

Bachelor of Science in Music Therapy

The Bachelor of Science in Music Therapy (BSMTh) is a 4.5 year degree program approved by the American Music Therapy Association. The BSMTh provides students with the musical, technical, and therapeutic skills to practice as entry-level music therapists in a variety of clinical fields. Students engage in traditional academic music studies (music theory, aural skills, and music history), piano, voice, guitar, percussion, improvisation, music technology, psychology, and music therapy specific courses. One hundred twenty (120) hours of course work are required for the BSMTh. The degree culminates in a six-month clinical internship after the completion of approximately eight semesters of course work and on-campus clinical training. Students who successfully complete the BSMTh curriculum, including internship, are eligible to take the [Music Therapy Board of Certification Exam](#) and earn the credential, Music Therapist-Board Certified (MT-BC).

The BSMTh program covers the following areas of focus:

- Clinical Musicianship
- Music Therapy Foundations
- Clinical and Counseling Skills
- Clinical Reasoning
- Creativity, Health, and Wellness
- Music Technology in Music Therapy
- Social Justice and Professional Advocacy

Students can expect to work with a wide variety of clients and patients in clinical settings in and around the Indianapolis area.

Application to the BSMTh Program

Students who wish to pursue a Bachelor of Science in Music Therapy degree must submit both an [IU Indianapolis university online application](#) and a [Music and Arts Technology online application](#). If approved to do so via this application process, prospective students will also be required to take an audition/interview and two short online placement exams (see Audition Information below).

While a prior formal music education is not required to be admitted the program, some previous informal musical experiences (local choirs or bands, acapella groups, orchestra, music tech programming, solo performance, etc.) are required.

Admission Requirements

Students pursuing admission to the Bachelor of Science in Music Technology degree must complete the following:

- First, acceptance to IU Indianapolis - [Apply Here](#)
- Second, submission of the Department of Music and Arts Technology application - [Apply Here](#)
- Third, if approved, complete a scheduled audition/interview session and two short online placement exams (see audition Information below).

Upcoming audition dates are available from the [Music and Arts Technology online application](#).

General Audition Information

The required audition/interview session allows applicants to demonstrate: 1) an explanation of interest in the

discipline of music therapy, 2) performance capabilities on one or more musical instruments, 3) vocal performance capability, 4) creative endeavors related to the arts, and 5) activities related to community service and/or therapeutic care.

A "primary instrument" declared for degree entry is to be used in the audition for a performance/creativity skill demonstration (i.e. a specific instrumental/voice, or "applied music technology" such as laptop/software, midi controllers, etc.). All BSMTh students focus on piano, voice, and guitar in lessons; however, students are encouraged to continue study on additional instruments as they so choose.

Audition requests will be processed only after submitting your application. If an audition is approved and scheduled, you will receive information on how to take two short online placement exams related to the degree program. These online exams must be completed prior to the audition date. Note that: 1) your acceptance into IU Indianapolis as a student; and, 2) the departmental application must both be completed at least three weeks prior to the date of the requested audition.

For detailed departmental audition information [click here](#).

For questions, please contact Ms. Julie Wynn, Academic Advisor, Department of Music and Arts Technology 317-278-3264 julwynn@iupui.edu.

Art History Minor

Undergraduate Art History Minor

Procedure

Students intending to pursue the Art History Minor should contact Herron Student Services to register, review the requirements, and plan their program of study.

Requirements

15 credits in Art History as follows:

- Any two of the following three introductory survey courses:
 - HER-H 101, H 102, H 205 (6 cr.)
- Upper-level courses (200-level optional, 300-and 400-level) 9 cr.
 - At least one 400-level course recommended.
 - The 9 credits must include courses in at least two of the following five historical periods or subject categories:
 - Ancient & Medieval
 - Early Modern (Renaissance through Neoclassicism)
 - Modern (1800-1950)
 - Post-1950
 - World Art
 - Art Theory, Analysis, & Criticism
- Only courses completed with a grade of C (2.0) or higher will count toward the minor.
- In the case of transfer students, at least 6 credits at the 200-level or higher must be taken at Herron.

- Consult the bulletin and Schedule of Classes for regular and cross-listed courses.
- HER-H 100 Art in Culture and HER-H 221 Art Past and Present are not eligible to be counted toward the minor (or major) requirements.

Last updated: April 2024

Book Arts Minor

Book Arts Minor

The minor in book arts offers a comprehensive course of study to disciplines for which text, narrative and visuals are relevant in relation to tactile structure, interactivity and presentation. Course work is committed to developing excellence in work by hand as well as expressive and conceptual skills. Finding synergies between disciplines is an important aspect of artist books as well as complementing the digital world with unique objects, that can creatively problem solve. The minor consists of a 15 credit hour course of study that focuses on book bindings and technical processes as they relate to artists' books and/or sculptural paper, handmade paper production, methods of typesetting and image development within the book environment, as well as the role of book arts in the contemporary art and print market. The program's goal is to build students' technical skills and conceptual maturity for advanced and professional work in the medium and work in a wide variety of professions related to the book arts.

Procedure

The Book Arts minor is open to all IU Indianapolis students. Students intending to pursue the minor should contact Herron Admissions and Student Services to register, review the requirements, and plan their program of study.

Requirements

15 credits total

Required core courses:

9 credits/3 courses (Courses are open to all IU Indianapolis students.)

- HER-G 206 Bookbinding
- HER-G 208 Letterpress Typesetting
- HER-G 308 The Visual Book
- HER-G 310 The Printed Book
- HER-G 211 Book Arts Basics

Paper technologies:

3 credits/1 course (Courses are open to all IU Indianapolis students.)

- HER-G 210 Paper Engineering
- HER-G 209 Papermaking

Advanced Practices in Book Arts: 3 credits required

- HER-G 406 Advance Practices in Book Arts

If approved in advance by Printmaking faculty, a 300 level experiential learning internship in the field, for example at the National Bindery in Indianapolis, or apprenticing with

a local book artist, or working in the University Library (IU Indianapolis or IU Bloomington) book conservation lab, or in the Historical Society/IMA book conservation lab, may count toward one 3-credit elective course in which case the student would enroll in an appropriate internship supporting course such as HER-A453.

Only courses completed with a grade of C (2.0) or higher will count toward the minor.

Residency requirement: A minimum of 6 credits must be in courses taken at Herron School of Art and Design.

Last update: March 2023

Graphic Design Minor

The Graphic Design Minor will provide students with a focused course of study to develop skills and basic understandings specific to applied visual communication design and related design professions. This minor will offer students fundamental skills in core areas of applied design such as typography, visual narrative, print production and design for the web. The minor aims to develop a level of technical proficiency in order to give students a professional introduction from which they can progress to more advanced understandings of applied design. Students will gain an understanding of professional craftsmanship and excellence, whether work is produced by hand or by digital means. This minor will serve students who desire an opportunity to develop marketable skills that complement their primary major, whether in Fine Arts or in other degree programs outside of Herron. The minor is not an option for Visual Communication Design majors.

Procedure

The Graphic Design minor is open to all IU Indianapolis students. Students intending to pursue the minor should contact Herron Admissions and Student Services to register, review the requirements, and plan their program of study.

Requirements

18 credits total

Core Courses:

Nine credits are required, which includes the following courses:

- HER-V 210 Foundations of Graphic Design
- HER-V 211 Typography I (3 credits)
- HER V 251 Typography II (3 credits, with V-211 prerequisite)

Elective Courses:

Three credits are required. Choose one of the following courses:

- HER-K 201 Introduction to Photographic Processes (3 credits)
- HER-A 205 Introduction to Illustration I (3 credits)
- HER-V 200 Design, Media and Culture (3 credits)

Six credits are required. Choose two of the following courses:

- HER-K 201 Introduction to Photographic Processes (3 credits)
- HER-A 205 Introduction to Illustration I (3 credits)
- HER-V 200 Design, Media and Culture (3 credits)
- HER-G 203 Silkscreen Printing (3 credits)
- HER-G 206 Bookbinding (3 credits)
- HER-K 211 Introduction to Electronic Media (3 credits)
- HER-Y 202 Designing for Hybrid Spaces (3 credits)

Only courses completed with a grade of C (2.0) or higher will count toward the minor.

Residency requirement: A minimum of 6 credits must be in courses taken at Herron School of Art and Design.

Last update: April 2023

Minors and Certificates

MINORS

Art History Minor

Art Minor

Book Arts Minor

Graphic Design Minor

Studio Art and Technology

Music Minor

Music Technology Minor

Last update: March 2024

Studio Art and Technology Minor

Studio Art and Technology Minor

Students from the Herron School of Art and Design will be introduced to and become proficient with a wide variety of analog and digital tools that both extend traditional methods

and materials (that have been a part of these disciplines for centuries) and explore the use of new technologies in the creation of work that is uniquely expressive and based on problem solving and real-world, hands-on applications.

Procedure

The Studio Art and Technology Minor is a joint minor with the School of Informatics and Computing. This minor is only open to Herron and Informatics students. Informatics students should contact their Advising Office for their requirements. Herron students should contact Herron Student Services to register, review the requirements, and plan their program of study.

Requirements

18 credits total

Required Courses:

5 courses / 15 credits

- NEWM-N 102 Digital Media Imagery
- NEWM-N 115 Introduction to Multi-Device Web Development
- NEWM-N 202 Digital Storytelling
- NEWM-N 238 2D Animation
- NEWM-N 241 Stop Motion Animation

Elective Courses:

1 course/ 3 credits

- NEWM-N 201 Design Issues in Digital Media
- NEWM-N 215 Online Document Development
- NEWM-N 243 Introduction to Digital 3D
- NEWM-N 253 Introduction to Digital Video
- NEWM-N 255 Introduction to Digital Sound

Only courses completed with a grade of C (2.0) or higher will count toward the minor.

Last update: March 2022

Art Minor

Undergraduate Art Minor

Herron's 18-credit-hour minor in Art is designed to give IU Indianapolis students hands-on training in art-making as a valuable complement to their major program.

No matter your major, professions today require critical thinking, creativity, and the ability to communicate visually. Studying the visual arts through core courses in art and design will enhance your comprehension of various cultural contexts, introduce you to the creative process, and build your expressive and conceptual skills across a wide range of media.

Only courses completed with grade of C (2.0) or better will count towards minor.

* Courses that satisfy the IU Indianapolis General Core requirement.

Eligibility

Students in all IU Indianapolis majors except for Fine Arts and Art Education are eligible to pursue an Art minor at Herron.

Art Minor – 18 credits required

Context Courses: 3 credits required - choose 1 course from the following:

- * HER-H 100 Art in Culture
- * HER-H 200 Understanding Contemporary Art
- * HER-H 221 Art Past and Present
- * HER-V 214 History of Visual Communication Design

Core Courses: 6-9 credits required - choose 2 or 3 courses from the following:

- * HER-E 101 Beginning Drawing I (3 cr.)
- * HER-E 105 Beginning Painting I (3 cr.)
- * HER-E 109 Color and Design For Non-Art Majors (3 cr.)
- * HER-E 111 Metalsmithing and Jewelry Design (3 cr.)
- * HER-E 113 Introduction to Sculpture (3 cr.)
- * HER-E 201 Photography I (3 cr.)
- * HER-Q 241 Beg. Furniture Design I (3cr.)

HIGHER PROFICIENCY COURSES

Six or nine credits required. Choose two or three of the following (note prerequisites):

- * HER-E 102 Beginning Drawing II (3 cr)
- * HER-E 106 Beginning Painting II (3 cr)
- * HER-E 209 Drawing for Interior Design (3 cr)
- * HER-D 251 Anatomy for Artists (3 cr)
- * HER-Z 200 The Artist Within (3 cr)
- * HER-G 212 Paper Engineering (3 cr)
- * HER C 204 Ceramics Hand Building (3 cr)
- * HER-C 206 Ceramics Wheel Throwing (3 cr)
- * HER-C 208 Intermediate Wheel Throwing (3 cr)
- * HER-E 202 Photography II (3 cr – prerequisite E201)
- * HER-A 261 Introduction to Computer Imagery I (3 cr)
- * HER-A 262 Introduction to Computer Imagery II (3 cr)
- * HER-E 320 Advanced Concepts in Metalsmithing and Jewelry Design (3 cr)
- * HER V 308 Design Lab Rotating Topics (1 to 3 credits, some prerequisites may be required.
- * HER-N208 Integrative Studio Labs: Rotating Topics (some may require permission of instructor)
- * HER S 201 Sculpture I (3 cr)

Other courses may be counted towards the minor with approval of the faculty.

Residency requirement: A minimum of 6 credits must be in courses taken at Herron School of Art and Design.

For questions about the Art minor and to declare the minor, contact Herron's Office of Admission and Student Services at 317-278-9400 or herron4u@iupui.edu.

Last updated: April 2023

Music Minor

Music Minor

The music minor is available to students majoring in other areas of study at IU Indianapolis. Students must submit an application for the music minor, available online [here](#). No audition is required for the minor.

Music Minor Requirements

The undergraduate Minor in Music requires students to complete 20 credit hours made up of the following requirements:

Core Courses

MUS-Z111 Introduction to Music Theory 3 cr.

MUS-M174 Music for the Listener 3 cr.

Music Ensemble

Two credits in music ensemble courses 2 cr.

or MUS-Z100 The Live Musical Performance

Music Electives 12 cr.

All courses must be completed with a C or higher to count toward the minor. A cumulative GPA of 2.0 is required to award the minor. A minimum of 10 credit hours must be taken at IU Indianapolis.

Updated: March 2024

Music Technology Minor

Please review the requirements from the Herron School of Art and Design website [here](#).

Updated: March 2024

Bachelor of Art Education

Upon completion of the **Bachelor of Art Education** at Herron students will demonstrate the following competencies:

Philosophy

Demonstrate critical reflection on the aesthetic and artistic purposes of art in P-12 learners; articulate and apply personal philosophy in classroom practice.

Communication

Communicate ideas clearly through speech, writing, and visual forms about issues of personal importance and human significance in local and global communities; and apply this to classroom practice.

Content Knowledge - Studio Art

Demonstrate expertise in basic expressive, technical, procedural and organization skills in a wide variety of media and demonstrate mastery in conceptual insights and visual thinking developed through studio experiences; and make these aspects of the discipline accessible and meaningful for P-12 learners.

Content Knowledge - Art History and Analysis

Understand the major styles and periods of art history, the analytical methods and theories of criticism; understand development of past and contemporary art forms, including visual culture, and, understand contending philosophies of art and the relationship of all of these to the making of art; and, make these aspects of the discipline accessible and meaningful for P-12 learners.

Content Knowledge - Innovation/Ideation

Understand and apply processes of idea generation, imagination, and innovative thinking from a range of disciplines to problems in their artwork and their lives; and develop abilities of creative problem solving and critical inquiry and authentic meaning making in P-12 learners.

Learner Development

Understand the developmental needs and diverse social and cultural constructions of identity in all learners and implement a variety of appropriate visuals, tools, media, technology, and other disciplines to differentiate learning in inclusive, multicultural, and urban classrooms.

Learning Environment

Construct a learning environment that promotes student achievement, utilizes social learning and group dynamics, promotes respect and collaboration among of all learners, and incorporates multiple contexts where art exists outside the classroom including museums, galleries, homes, and public sites.

Instructional Strategies

Understand and implement curriculum and a variety of instructional strategies that develop in-depth, complex student skills and knowledge in art content, and integrate art across disciplines.

Bachelor of Arts in Art History

Students having completed this program will. . .

- Describe and apply a substantial interdisciplinary body of knowledge related to their own art historical traditions and the traditions of others.
- Recognize the variety of images, objects, and practices studied in art history and the varied materials and techniques used to create them.
- Distinguish between a personal response to works of art and interpretations grounded in research.
- Compare, contrast, and classify objects based on form, content, and context.
- Evaluate visual and material culture using formal analysis.
- Analyze and interpret visual and material culture using a variety of theoretical frameworks.
- Describe connections and differences between visual and material culture and social contexts across history and throughout the world.
- Recognize how the circulation of people, materials, and ideas affect artistic styles, techniques, and ways of thinking across different regions and time periods in global and local contexts.
- Demonstrate how artworks and interpretations change through time.
- Conceive of and carry out research involving: formulating a question; gathering information; critically evaluating information; making an argument; and defending a conclusion in speech and in writing.
- Apply their visual literacy to make informed and ethical judgments.
- Work independently and with others to examine and reflect on visual and material culture.

Professional Responsibility

Engage in continuing professional development and use evidence to evaluate practice. Provide leadership in the profession of art and education within the classroom, school, community and beyond.

Bachelor of Fine Arts

Graduates of a Fine Arts program will achieve the following:

1. Demonstrate technical and conceptual proficiency with the materials and media associated with their major, and related media. (Varies by major)
2. Work and engage with diverse communities through personal and co-creative activities.
3. Explore new and different ideas and approaches and reconsider familiar or more traditional ways of thinking.
4. Describe historic and contemporary art directions, movements, and theory and place their own artwork in a contemporary context
5. Develop a personal aesthetic that will be demonstrated in the characteristics of their artwork, writing, and speech. (Varies for Drawing and Illustration majors.)
6. Write, speak, and effectively critique their own work and the work and ideas of others in a theoretically and historically informed manner.
7. Apply knowledge and experience of art in a professional context, and utilize best practices and ethics held by the profession.

Please refer to the Herron website for the versions of these common learning outcomes defined for specific majors.

Student Learning Outcomes

Undergraduate Student Learning Outcomes

- Bachelor of Arts in Art History
- Bachelor of Art Education
- Bachelor of Fine Arts*
- Bachelor Fine Arts in Visual Communication Design
- Pre-Art Therapy Certificate
- Music and Arts Technology
- Music Therapy

*Includes Ceramics, Drawing and Illustration, Integrative Studio Practice, Painting, Furniture, Design, Printmaking, Photography, Sculpture

Bachelor of Fine Arts in Visual Communication Design (B.F.A.)

Students having completed this program will. . .

- Identify and analyze a problem space through multiple points of view.
- Work with diverse groups of users to clarify needs and goals relevant to end users of design outcomes.
- Explore potential solutions to a problem through widely divergent iterations and prototyping.
- Develop form that reflects understanding of relevant elements, both formal and contextual, resulting

in solutions that are appropriate for the intended communication and audience.

- Synthesize solutions from concept through execution.
- Discuss and/or write analysis of visual communication work, either their own or that of others.
- Select and utilize appropriate software, diverse media, techniques, and tools to effectively communicate intended communication.
- Organize and present work visually and orally with a professional demeanor.

Pre Art Therapy Certificate

1. Students will be prepared with academic knowledge to be eligible to apply to a graduate program in art therapy.

2. Students will build a portfolio of artwork that they may submit as a required part of their admission application to a graduate program in art therapy.

3. Students will be able to recognize, discuss, and put into practice a range of creative processes for making works of art.

4. Students will be able to use a range of art media for creative expression.

5. Students will be able to discuss and critique works of art from multiple theoretical perspectives.

6. Students will be able to describe concepts from the discipline of psychology and to understand them when discussed in their applications to art therapy.

BS Music and Arts Technology

Undergraduate

Student Learning Outcomes

Music & Arts Technology

Music Technology, B.S.

Upon completion of this program, students will be able to:

1. Think, speak, and write clearly and effectively.
2. Demonstrate acquaintance with mathematical and experimental methods of the physical and biological sciences; including analysis and historical and quantitative techniques.
3. Address culture and history from a variety of perspectives.
4. Understand and experience thinking about moral and ethical problems.
5. Respect, understand, and evaluate work in a variety of disciplines.
6. Explain and defend one's views effectively and rationally.

7. Understand and have experience with art forms other than music.
8. Hear, identify, and work conceptually with the elements of music-rhythm, melody, harmony, and structure.
9. Understand compositional process, aesthetic properties of style, and the ways these shape and are shaped by artistic and cultural forces.
10. Demonstrate acquaintance with a wide selection of musical literature - the principal eras, genres, and cultural sources.
11. Develop and defend musical judgments.
12. Perform in areas appropriate to the student's needs and interests.
13. Sight read.
14. Understand procedures for realizing a variety of musical styles.
15. Demonstrate capacity to create derivative or original music both extemporaneously and in written form.
16. Compose and improvise at a basic level in one or more musical languages
17. Understand how technology serves the field of music as a whole.
18. Demonstrate a working knowledge of the technological developments applicable to their area of specialization.
19. Work independently on a variety of musical problems by combining their capabilities in performance; aural, verbal and visual analysis; composition and improvisation; and history and repertory.
20. Form and defend judgments about music.
21. Acquire the tools of work with a comprehensive repertory, including music from various cultures of the world and music of their own time.
22. Understand basic interrelationships and interdependencies among the various professions and activities that constitute the musical enterprise.
23. Acquire the skills necessary to assist in the development and advancement of their careers.
24. Develop teaching skills, particularly as related to their major area of study.
25. Develop improvisational skills in all areas of musicianship
26. Experience a broad range of repertory through attendance at events such as recitals, concerts, opera and music theatre productions, and other types of performances.
27. Explore areas of individual interest related to music in general or to the major.
28. Explore multidisciplinary issues that include music.
29. Practice synthesis of a broad range of musical knowledge and skills, particularly through independent study that involves a minimum of faculty guidance, where the emphasis is on evaluation at completion.

BS Music Therapy

Undergraduate

Student Learning Outcomes

Music Therapy

Music Therapy, B.S.

Graduates of the Music Therapy program will display competence in the following competency areas defined by the American Music Therapy Association:

1. Music Theory and History
2. Composition and Arranging Skills
3. Major Performance Medium Skills
4. Functional Music Skills
5. Conducting skills
6. Movement Skills
7. Therapeutic Applications
8. Therapeutic Principles
9. The Therapeutic Relationship
10. Foundations and Principles of Music Therapy
11. Client Assessment
12. Treatment Planning
13. Therapy Implementation
14. Therapy Evaluation
15. Documentation
16. Termination and Discharge Planning
17. Professional Role/Ethics
18. Interprofessional Collaboration
19. Supervision and Administration
20. Research Methods

Undergraduate Programs

Foundation Studies Program

The Foundation Program serves as a base for future work at Herron. In the Foundation Program, students develop drawing skills, powers of observation, an understanding of visual principles, creative processes for developing and critiquing works of art and design, and a working knowledge of materials and techniques, both traditional and digital, while becoming more knowledgeable about art history. The program is constructed so that students, through self-examination and faculty counseling, will be able to select intelligently the area in which they will major when the Foundation Program has been completed. Much of the success of Herron programs has been due to the comprehensive strength of the Foundation Program and the basic preparation that it provides.

The Foundation Program, or its equivalent in previously earned credit (as determined by the Admissions Committee), is a required component of the fine arts and education degree programs.

Foundation Program Curriculum

Semester I Credits

- HER-D 101 Drawing I (3 cr.)
- HER-F 121 Two-Dimensional Design (3 cr.)
- HER-F 123 Three-Dimensional Design (3 cr.)

Other courses included in fall foundation year:

- HER-X 101 Foundation Resources Workshop (1 cr.)
- Art History 101 History of Art I (3 cr.)

Semester II Credits

- HER-D 102 Drawing II (3 cr.)
- Her-F 130 Studio Art and Technology (3 cr.)
- Her-F 131 Image 4D Studio (2cr.)
- Her-F 132 Building/Making (2cr.)

Other courses included in spring foundation year:

- Art History 102 History of Art II (3 cr.)

Update: March 2023

Admissions

Graduate Admission

- Master of Arts in Art Therapy
- Master of Fine Arts in Visual Art
- Master of Design (MDes)
- Master of Science in Music Technology
- Master of Science in Music Therapy
- Doctor of Philosophy in Music Technology
- Doctor of Philosophy in Music Therapy

MA in Art Therapy

Art Therapy Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Art Therapy Admission Guidelines](#)

Last updated: March 2024

MFA in Visual Art

Master of Fine Arts in Visual Art Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Fine Arts Visual Art Admission Guidelines](#)

Last Update: March 2024

Master of Design

Master of Design

Admission Guidelines

For the most current and detailed information on applying, click [here](#).

Last update: March 2024

MS in Music Technology

Music Technology Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Science in Music Technology Admission Guidelines](#).

Last updated: March 2024

MS in Music Therapy

Music Therapy Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Master of Science in Music Therapy Admission Guidelines](#)

Last updated: March 2024

PHD in Music Technology

PH.D. in Music Technology Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Ph.D. in Music Technology Admission Guidelines](#).

Last updated: March 2024

PHD in Music Therapy

PHD in Music Therapy Admission Guidelines

For the most current and detailed information on applying, please refer to the Herron School of Art and Design website: [Ph.D. in Music Therapy Admission Guidelines](#)

Last updated: March 2024

Master of Arts in Art Therapy

Herron's Master of Arts in Art Therapy is accredited by the Commission on Accreditation of Allied Health Education programs. The program makes the most of our location in a renowned art school that is housed within one of the nation's premier research institutions. This provides our graduates with a unique opportunity to integrate art and science into clinical practice. Through a wide range of internship opportunities with different populations, we are expanding the availability of art therapy services in the greater Indianapolis community.

Positioned within the urban campus IU Indianapolis, this two-year, full-time program provides a foundation in art therapy where the general concepts of science, art, and the creative process are understood and applied in a therapeutic context.

The program utilizes the theoretical and practical application of psychotherapeutic principles through a variety of interventions and in myriad settings including mental health, medical, educational, and other facilities. Students will be trained via didactic and experiential teaching methods and encouraged to use personal art making across the curriculum as a means of developing knowledge, skills, attitudes, and behaviors required for the competent and ethical practice of art therapy. Students will be exposed to contemporary approaches in art therapy, evidence-based practices, and various research methodologies, including art-based inquiry. Students are required to engage in clinical training within medical and healthcare facilities in Indianapolis and surrounding communities as a part of their coursework and are required to complete 1000 hours of supervised practicum and internship experience. Students who successfully complete Herron's Master of Arts in Art Therapy program will have met the requirements to apply for the Provisional Registration as an Art Therapist (ATR-P) through the Art Therapy Credentialing Board (ATCB) and Licensure as a Mental Health Counselor Associate (LMHCA) in the state of Indiana.

Policies

Students should consult the handbook given to them at orientation for policies and procedures pertaining to their degree progress.

Admissions

For detailed information regarding Herron's Art Therapy program, such as requirements for prerequisite courses and admissions, visit <https://herron.iupui.edu/admissions/graduate/art-therapy.html>

Applicants will be evaluated on the following:

- Academic history, including completion of required prerequisite courses
- 3 Letters of recommendation
- Personal statement and artistic portfolio, submitted to SlideRoom via <https://herron.slideroom.com>
- Interview results

Applicants for admission to the graduate program must have obtained or be in the process of obtaining a baccalaureate degree from an accredited institution.

Suggested plan of study (Any revisions to this curriculum made after this bulletin goes to press will be posted on the Herron website.)

Year 1 Fall Semester

- Lifespan Development
- Psychopathology and Advanced Diagnosis Practicum and Group Supervision
- History, Theory and Practice of Art therapy
- Art Therapy Practicum

- Counseling Theory and Practice for Art Therapists

Year 1: Spring Semester

- Art Therapy with Families and Adults
- Ethical and Legal Issues in Counseling and Art Therapy
- Art Therapy with Children and Adolescents
 - -Assessment and Evaluation in Art Therapy
 - -Internship I

Summer Semester I/II

- Career Counseling Theory and Practice
- Strategies for Educational Inquiry

Year 2: Fall Semester

- Group Counseling for Art Therapist
- Cultural and Social Diversity in Counseling and Art Therapy
- Internship II
 - Professional Issues Capstone I

Year 2: Spring Semester

- Art Therapy and Counseling with Specialized Populations
- Professional Issues Capstone II
- Advanced Internship
- Studio Art for Art Therapists

Last updated: March 2022

Admission

Financial Assistance and Fellowships

Graduate Fellowships may be awarded in the following categories of responsibility: Faculty Assistant in the Classroom, Studio or Lab Technician, Program Assistant (to areas such as Herron's Galleries, Basile Center for Art and Design, etc.), or as a Grant-Funded Faculty Assistant in the Studio. Graduate Appointees as the Instructor of record to a course may also be awarded. Graduate students may also be awarded scholarships based on their qualifications documented in their application to the program.

MFA in Visual Art

The Master of Fine Arts in Visual Art is a 60-credit hour program of study that provides students with an in-depth, professional-level understanding of visual art planning, production, and presentation. Students may pursue one of six emphasis areas for this program: Ceramics, Furniture Design, Painting/Drawing, Photography/Intermedia, Printmaking, or Sculpture. The program consists of a systematic sequence of educational opportunities for

students to gain fluency in the practices and issues involved in creating original works of visual art and developing their careers within contemporary society. The Master of Fine Arts degree is recognized by the art and design professions as the terminal degree in the studio arts.

The objectives of the program are: (1) to create coursework and experiences in which students examine and learn to shape the formal, thematic, theoretical, social, cultural, cognitive, and technological aspects of visual art; (2) to develop university and community based collaborations that facilitate learning and research opportunities; (3) to provide opportunities for developing leadership in the professional practice of visual art and to prepare graduates for a range of specialized careers, from university-level teaching to creative entrepreneurship to employment by urban arts organizations to work as independent artists; (4) to foster an exploration of visual art as an intellectual and experimental practice that is rooted in a specific time and place; (5) to engage students in studio activity that is placed in a professional context, from making work to its presentation, installation, marketing, and critical analysis; and (6) to provide students with the intellectual flexibility to research, plan, design, fabricate, and complete work utilizing a variety of processes in a variety of settings for a variety of purposes.

Admission

Herron School of Art and Design's M.F.A. program in Visual Art is a two-year, full-time experience with an interdisciplinary approach and research focus. Our emphasis in integrative studio practice will allow you to develop a unique interdisciplinary approach to research and making. Elective options will offer you the flexibility to emphasize your specific studio practice within Herron's disciplines including ceramics, drawing, furniture design, painting, photography, printmaking, or sculpture.

For detailed information regarding Herron's Visual Art program, such as requirements for admission, click [here](#).

Applicants will be evaluated on the following:

- Academic history
- Letters of recommendation
- Personal statement and résumé/CV
- Artistic portfolio, submitted to [SlideRoom](#)
- Interview results

Applicants for admission to the graduate program must have obtained or be in the process of obtaining a baccalaureate degree from an accredited institution.

To complete the degree:

At the successful completion of 60 credit hours towards the degree, the MFA candidate's educational experience at Herron School of Art and Design culminates in the required presentation and review of her/his thesis body of work by way of: 1) Thesis Exhibition (or other public presentation of a major body of work such as a major public art work), 2) Written Thesis Paper, and 3) Research & Thesis Documentation. This presentation and review of the thesis is a result of the entire graduate experience in which students develop professional expertise and a professional practice in their field of study as active studio artists.

Areas of Emphasis

- Ceramics
- Furniture Design
- Integrative Studio Practice
- Painting & Drawing
- Photography & Intermedia
- Printmaking
- Sculpture

MFA Thesis Advisory Committee

Each graduate student enrolled in the MFA in Visual Art program will be assigned an MFA Thesis Advisor appointed by Herron's Director of Graduate Programs in Fine Art in conversation with Herron's Chair of Fine Arts.

The MFA Thesis Advisor will be a full-time faculty member from Herron's Fine Art Faculty. The MFA Thesis Advisor will also serve as Chair of the graduate student's MFA Thesis Advisory Committee.

The MFA Thesis Advisory Committee will provide regular, systematic feedback and guidance to the graduate student about her/his development of professional-level skills as well as cognitive development. The membership of this advisory committee must be approved by the Director of Graduate Programs and will comprise of members in and out of the student's emphasis area.

The committee will meet with the student a minimum of three times to conduct a formal review of the candidate's progress towards the degree and in order to advise on the student's development. The student must pass all three reviews in order to remain in the program and complete the degree requirements. The reviews will take place at the following times:

1. 30 CREDIT HOURS REVIEW:

At the completion of 30 credit hours (midpoint): Consists of a committee review.

1. 45 CREDIT HOURS REVIEW:

At the completion of 45 credit hours: Consists of a committee review. Certifies student is ready to complete work for MFA Thesis Exhibition/Project. Approves plans for MFA Culminating Thesis Experience. Provides advice on Written Thesis Statement.

1. 60 CREDIT HOURS REVIEW:

At the completion of 60 credits, Thesis Exhibition/Project, Written Thesis Paper, and Research Documentation: Consists of a committee review of the Written Thesis Paper and Research Documentation, as well as an oral defense of graduate's Thesis Exhibition/Project.

Grade Requirements

- Each graduate student must maintain an overall grade point average of 3.0 to remain in the MFA program.
- In all non-studio emphasis courses only grades of "C" or higher will only count towards the completion of the MFA degree

- A minimum grade of "B" or higher must be awarded in the courses of the student's studio emphasis.
- A minimum grade of "B+" must be achieved in the course: "HER R599: Studio Emphasis IV: Thesis Exhibit/Project."

Additional policies

Students should consult the MFA Graduate Student Handbook that is provided to each entering graduate student in the MFA in Visual Art program. This program is given to them at orientation and contains additional policies, procedures, documents, and forms, as well as further information about the MFA Advisory Committee, the review process, and the MFA Culminating Experience

Last Updated: March 2022

Admission

Herron's Master of Design (M.Des.) degree program prepares you to accelerate change in a leadership role with businesses, organizations, institutions, and communities. With the M.Des. degree program's genuinely interdisciplinary philosophy, we welcome students from a wide range of academic and professional backgrounds to facilitate meaningful, people-centered solutions. We consider each applicant's potential contribution to the student cohort, along with their academic achievements and professional accomplishments.

Applicants for the M.Des. degree program should have achieved a minimum cumulative GPA of 3.0 on a 4.0 scale and completion of a bachelor's degree.

Students entering the M.Des. degree program are not required to have an established background in design or art. The nature of your portfolio depends on the nature of your experiences. Suppose your academic or professional expertise is in the field of design. In that case, your portfolio will most likely represent the best of your visual works.

Concentrate as much communication as possible on showing your design processes. Do not create a portfolio containing only designed products. Your portfolio should also show how you think and solve problems. Include design "briefs" that define the problem or opportunity statements and communication objectives and the audience and context for each project so that your work can be evaluated meaningfully.

If your academic or professional experience is not in the field of design, submit projects that reflect your educational and past professional experience. Include a description of each project that clearly articulates the significance and outcomes. Collaborative work should be identified, including your role in the project.

Approach the portfolio as a design project, considering what projects form the portfolio and how the body of work is constructed. Use these design criteria as your guiding principles:

- The portfolio should represent your abilities as a strategic problem solver.
- The portfolio should represent your abilities as an information organizer.

- The portfolio should represent your ability to structure communications appropriately in order to demonstrate your interest in collaborative innovation.

Submit 3 to 5 projects online [here](#).

Financial Assistance and Fellowships

Master of Design

Herron's graduate program in Design emphasizes applied people-centered design research, design thinking and design research methods.

The interdisciplinary, collaborative nature of the program requires students to participate in the program as a cohort of colleagues. Thus, the majority of the work in the program is performed within a shared learning community that requires students to be present throughout the graduate residency experience.

The program of study is 60 credit hours distributed equally across four semesters. Fifteen credit hours of course work each semester will be coordinated and co-requisite. The Master of Design requires full-time study within an academic residency.

Contact

Graduate application inquiries should be directed to:

Graduate Admissions/o Student Services Office
Indiana University Herron School of Art and DesignIU
Indianapolis
735 West New York Street
Indianapolis, Indiana 46202-5944
(317) 278-9400

Curriculum

YEAR ONE course work - 30 credits

- Focus on people-centered design research for positive change and innovation (with particular emphasis on understanding people and contexts)
- Focus on design analysis for innovation (with particular emphasis on identifying problems, understanding patterns and insights, and framing challenges)
- Focus on design synthesis for innovation (with particular emphasis on generating and exploring ideas and conceiving plans)
- Focus on design optimization for innovation (with particular emphasis on prototyping, testing, iterating and creating solutions)

YEAR 1: FALL SEMESTER

HER-V 501 Intro to Design Research
1.5 credits

HER-V 502 Introduction to Human Factors in Design
1.5 credits

HER-V 510 Collaborative Action Research in Design 1
3 credits

HER-V 520 Collaborative Action Research in Design 2
3 credits

HER-V 512: Wicked Problems and Sensemaking *
3 credits

HER-V513 Design Methods for Framing Problems*
3 credits

YEAR 1: SPRING SEMESTER

HER-V 530 Collaborative Action Research in Design 3
6 credits

HER-V 522 Design Methods for Ideating*
3 credits

HER-V523 Design Methods for Prototyping
3 credits

Interdisciplinary Elective
3 credits

YEAR TWO course work- 30 credits

- Focus on mastery of design facilitation as a distinctive capacity for driving and leading participatory, people-centred design
- Focus on professional development for transitioning from graduate school to new professional contexts
- Focus on defining, developing, and defending an applied action research thesis project

YEAR 2: Fall Semester

HER-V 601 Design Leadership Seminar
1.5 credits

HER-V 602 Design Management
1.5 credits

HER-V 650 Design Facilitation
3 credits

HER-V 690 Design Research Colloquium
3 credits

HER-V 691 Interdisciplinary Elective
3 credits

YEAR 2: Spring Semester

HER-V 692 Thesis Writing
3 credits

HER-V 693 Thesis Project
3 credits

HER-V 694 Taking Your Research Public
3 credits

Update: March 2022

Thesis

To complete the degree, students are required to define, develop, and defend a written thesis and companion capstone project. A master thesis is a document authored by a student that describes results of original research undertaken by that student and asserts a position that is defensible in an academic context.

This position should not be construed to prohibit joint or collaborative research endeavors. It is expected, however, that in such a situation, unique aspects of the broad problem will be explored by each individual and that the thesis written and presented to the final examining committee will be a personal document describing the student's creative effort and contribution.

Students should speak with their advisor early in their graduate careers when considering a collaborative thesis project. A downloadable version of the Visual Communication Design Thesis Guideline is available from the department.

Degree Programs**Master of Fine Arts in Visual Art (MFA)**

- Ceramics
- Furniture Design
- Integrative Studio Practice
- Painting & Drawing
- Photography & Intermedia
- Printmaking
- Sculpture

Master of Design (MDes)**Master of Arts in Art Therapy (MA)****Master of Science in Music Technology (MS)****Master of Science in Music Therapy (MS)****Doctor of Philosophy in Music Technology (Ph.D.)****Doctor of Philosophy in Music Therapy (Ph.D.)****Music & Arts Technology (MAT)**

Graduate Program in Music Technology The Master of Science in Music Technology (**M.S.M.T.**) program provides professional education in areas of computer-based music technology, multimedia and interactive design, and multimedia production techniques. The primary focus is on the development of research-related competencies and integration of research findings into the development and use of music technology with specialties in 1) recording, manipulation, and live sounds; 2) the creative production of electronic music and live electronics; and 3) music technology in education and pedagogy. The program, offered online or on campus, is conferred by Indiana University and accredited by the National Association for Schools of Music.

Click [here](#) for more info.

The Doctor of Philosophy in Music

Technology extends the research emphasis of the M.S.M.T. and is designed for students with backgrounds in music technology, music, computer science, engineering, informatics, human computer interaction, and other related fields. The principal objective of the Ph.D. is to train graduates who will conduct research and develop transformative new technologies in music and the arts; examine the practices of designing, making, and managing music technology, and apply music technology in education and industry. The Ph.D. in Music Technology is offered on campus only.

Click [here](#) for more info.

Graduate Program in Music Therapy**The Master of Science in Music Therapy**

(M.S.M.Th.) program is designed to provide board-certified music therapists with advanced research and clinical practice competencies. The M.S.M.Th. degree is unique, providing music therapists with the opportunity to infuse advanced music technology concepts and skills throughout the curriculum. The M.S. in Music Therapy leverages close collaborations with the IU Schools of Medicine, Nursing, Health and Rehabilitation Sciences, providing rich resources for inter-professional collaboration and learning. The program is accredited through the National Association of Schools of Music and approved by the American Music Therapy Association (AMTA). The degree, conferred by Indiana University, is offered online or on campus.

Click [here](#) for more info.

The **Doctor of Philosophy in Music Therapy** is a research-oriented degree. The degree is designed to prepare board-certified music therapists for independent academic/research careers enabling them to explore the best ways music influences health and well-being.

The principal objectives of this doctoral program are to train music therapists who will conduct research examining current music therapy practice and pedagogy; explore opportunities to optimize music therapy practice and pedagogy; and apply new understanding to clinical practice and education the overarching goals and learning outcomes of the PhD in Music Therapy are

guided by the American Music Therapy Association advanced professional competencies. The program is available on campus and online.

A total of 90 credit hours is required for the degree, of which up to 30 credit hours may be transferred from a student's post-baccalaureate degree of study, as approved by the graduate advisory committee.

The 90 credit hours for the Ph.D. are distributed among the following 6 content areas:

- Advanced music therapy competencies - 18 credit hours
- Other Studies in Music - 9 credit hours
- Declared minor area - 12 credit hours
- Life Sciences - 6 credit hours
- Electives - 12 credit hours
- Research Credits/Dissertation - 33 credit hours

Click [here](#) for more info.

M.S. in Music Technology

On-Campus Program

The Master of Science in Music Technology provides graduate students an academic background in digital music production, instructional design, and multimedia development. Current graduates of this master's program have found employment in a wide range of business and educational settings. Participants develop skills in designing software, using authoring tools and languages, applying multimedia concepts, and managing technology facilities and projects. This degree is offered as an on-campus or online program.

Admission Requirements

1. Bachelor's degree (with demonstrated musical skills)
2. Minimum grade point average of 3.0 (4.0 scale)
3. Submission of a university and a department application
4. Official transcripts of all undergraduate and graduate study
5. Evidence of musicianship through performance videotape, audio cassette, CD/DVD, or live audition
6. Three letters of recommendation required to support the admission application
7. In-person or telephone admission interview with the Head of Graduate Studies
8. Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 550/79 International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, evidence of musicianship, and the interview, the Graduate Admissions Committee of the IU Department of Music and Arts Technology at IU Indianapolis may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic probation during their first semester of study are subject to dismissal.

Degree Requirements

- 30 credit hours (18 credit hours at the 500 level or above)
- 6 credit hours in cognate courses (at the 400 level or above) to be selected from music, business, communications, computer science, education, fine arts, or law
- 6 credit hours of approved courses (at the 400 level or above) from the cognate field or other fields with the approval of the Head of Graduate Studies

Minimum Grade Point Average

- 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Residency Requirements (for on-campus students only)

- Two contiguous academic terms

Core Courses

The following courses form the core of the MSMT program. Students enrolled in the Master of Science in Music Technology program must select courses from this list,

Class/Credit Hours

- N512 Foundations of Music Production - 3 cr.
- N513 Principles of Multimedia Technology - 3 cr.
- N514 Music Technology Methods - 3 cr.
- N515 Multimedia Design Applications in the Arts - 3 cr.
- N516 Advanced Interactive Design Applications in the Arts - 3 cr.
- N517 Internship in Arts Technology or N518 Arts Technology Major Project - 3 cr.
- N523 Historical Foundations of Music Technology - 3 cr.
- N525 Interactive Performance Techniques - 3 cr.

Total Required Credit Hours - 18

Cognate Field Courses

Six (6) credit hours are required in an approved cognate field within or outside the Department of Music and Arts Technology. Students may choose to complete the remaining 6 credit hours with emphasis in one of the following areas: music, business, communications, computer science, education, fine arts, law, or others with the approval of the department. The cognate field may become a minor if at least 12 credit hours are taken in one field.

Internship or Technology Project

Students may elect to enroll in an internship (N517) or develop a multimedia project (N518) as the summative experience in the program. Either option is supervised by the student's academic advisor and requires a full report. (These courses are part of the core courses listed previously.) Students participating in the internship are placed in an academic technology setting or an industry setting for one semester of experience working with technology and multimedia experts. No thesis is required for the degree.

Online Program: Master of Science in Music Technology

The IU Indianapolis Department of Music and Arts Technology offers the entire Master of Science in Music Technology program "live," using streaming video, videoconferencing and audio through the Internet. All course and degree requirements are the same as the on-campus program.

Admission Requirements

- Bachelor's degree (with demonstrated musical skills)
- Minimum grade point average of 3.0 (4.0 scale)
- Submission of a university and a department application
- Official transcripts of all undergraduate and graduate study
- Evidence of musicianship through performance videotape, audio cassette, or CD/DVD
- Three letters of recommendation are required to support the admission application
- In-person or telephone admission interview with the Head of Graduate Studies
- Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 550/79. International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, evidence of musicianship, and the interview, the Graduate Admissions Committee of the IU Department of Music and Arts Technology at IU Indianapolis may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic problems during their semesters of study are subject to dismissal.

Degree Requirements

- 30 credit hours (18 hours at the 500 level or above)
- 6 credit hours in cognate courses (at the 400 level or above) to be selected from music, business, communications, computer science, education, fine arts, or law

- 6 credit hours of approved courses (at the 400 level or above) from the cognate field or other fields with the approval of the Head of Graduate Studies

Minimum Grade Point Average

- 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Virtual Residency Requirement

Course enrollment during three consecutive summers, or one summer and a contiguous academic term.

Core Courses

The following courses form the core of the MSMT program. Students enrolled in the Master of Science in Music Technology program must select courses from this list totaling 18 credit hours.

Class/Credit Hours

- N512 Foundations of Music Production - 3 cr.
- N513 Principles of Multimedia Technology - 3 cr.
- N514 Music Technology Methods - 3 cr.
- N515 Multimedia Design Applications in the Arts - 3 cr.
- N516 Advanced Interactive Design Applications in the Arts - 3 cr.
- N517 Internship in Arts Technology or N518 Arts Technology Major Project - 3 cr.
- N523 Historical Foundations of Music Technology - 3 cr.
- N525 Interactive Performance Techniques - 3 cr.

Total Required Credit Hours - 18

Cognate Field Courses

Six (6) credit hours are required in an approved cognate field within or outside the Department of Music and Arts Technology. Students may choose to complete the remaining six (6) credit hours with emphasis in one of the following areas: music, business, communications, computer science, education, fine arts, law, or others with the approval of the department. The cognate field may become a minor if at least 12 credit hours are taken in one field.

Technology Project

Students develop a multimedia project (N518) as the summative experience in the program. This project is supervised by the student's academic advisor and requires a full report. (This course is part of the core courses listed previously.) No thesis is required for the degree.

M.S. in Music Therapy

The Master of Science in Music Therapy program is designed to provide board-certified (MT-BC) music therapists with advanced skills and clinical skills in music therapy, and to teach music therapists how to utilize the array of tools available in music technology for such purposes. This degree is offered on campus and online.

Admission Requirements

1. Board certified by the Certification Board for Music Therapists (MT-BC)
2. Minimum grade point average of 3.0 (4.0 scale)
3. Submission of a university application
4. Official transcripts of all undergraduate and graduate study
5. Three letters of recommendation
6. In-person or telephone admission interview with music therapy faculty
7. Non-native speakers must demonstrate English language proficiency with a minimum TOEFL score of 600/97. International students will also need to meet the application requirements of the IU Indianapolis Office of International Affairs.

Admission Categories

Upon receipt of the completed application, letters of recommendation, transcript, and interview, the Graduate Admissions Committee of the Department of Music and Arts Technology may grant regular admission, grant admission on probation, or reject the application.

Admission on Probation

Students who do not have an undergraduate and graduate grade point average of 3.0 or higher may be admitted on probation in exceptional cases. The probationary status continues until 9 credit hours of course work have been successfully completed. At this time student admission requests are re-evaluated. Students who are admitted on probation and incur academic probation during their first semester of study are subject to dismissal.

Degree Requirements

- A total of thirty (30) credit hours are required for completion of the degree, including:
- 12 credit hours in music therapy (at the 500 level or above);
- 9 credit hours in electives (at the 500 level or above);
- 9 credit hours of science specialization (including thesis)

Minimum Grade Point Average

- Minimum 3.0 average to continue
- No grades lower than B in core courses are counted toward the degree
- No grades lower than C are counted toward the degree

Core Courses

The following courses are required of all students enrolled in the Master of Science in Music Therapy program:

Class/Credit Hours

- N521 Research Methods in Arts and Music Technology - 3 cr.
- N530 Philosophy and Theory in Music Therapy - 3 cr.
- N532 Music in Medicine - 3 cr.
- N533 Advanced Clinical Techniques in Music Therapy - 3 cr.
- N600 Music Therapy Thesis - 6-9 cr.

Ph.D. in Music Technology

Ph.D. Music Technology

Departmental E-mail: herron4u@iu.edu

Departmental URL: <https://herron.indianapolis.iu.edu/academics/gdegrees/index.html>

Doctor of Philosophy

Special Departmental Requirements

(See also general University Graduate School requirements)

Admission Requirements

Bachelor's degree and evidence of substantial previous work in creative and/or technical areas related to music technology. Candidates should have a minimum grade point average of 3.0 (B) overall from undergraduate studies. E-portfolio comprising of online audio/video content demonstrating musical, computational, or other work related to music technology (minimum of 3 samples). Three letters of recommendation in support of the application. Test of English as a Foreign Language is required of international applicants. A personal interview may be requested.

Program Information

The Ph.D. in Music Technology is a 90-credit hour terminal research degree that is designed for students with significant academic (or equivalent professional) backgrounds in music technology, music, computer science, engineering, informatics, human computer interaction, and other related fields. The principal objective of the Ph.D. is to create the next leaders in the field who will develop transformative new creative technologies in music and the arts. Generally, research interest will align with faculty research labs: acoustics and signal processing in music technology and healthcare, machine learning and AI in music, music technology education and pedagogy, networked and online music making and collaboration, and performance technologies. The Ph.D. in Music Technology is offered on campus only.

Program Requirements

A total of 90 credits hours is required for the degree, of which up to 30 credit hours may be transferred from a student's post-baccalaureate degree of study, as approved by the graduate advisory committee.

The 90 credit hours for the Ph.D. are distributed amount the following 6 content areas:

- Music Technology – 12-18 credit hours
- Other Studies in Music – 12 credit hours
- Declared minor area – 12 credit hours
- Dissertation - 18 credit hours

Academic Progress: Time to Degree

Students enrolled in the Ph.D. in Music Technology have a total of ten (10) years from the date of enrollment to complete the Ph.D.

Admission Requirements

To be eligible to apply to the Ph.D. in Music Technology at IU Indianapolis, you need to meet the following requirements:

- Submission of the [online application](#) to the campus
- Research Statement– This is a short essay discussing the applicant's ideas for doctoral research and arguing how their expertise and interests make them a strong candidate for pursuing this research. In preparing this statement, applicants should identify the faculty member(s) that they are most interested in working with. The Statement of Purpose should not exceed three double-spaced pages.
- Letters of Recommendation (3)#– Three letters from individuals are required to provide authoritative support for the applicant's potential success in graduate studies, such as previous instructors, employers, mentors, etc.
- Portfolio#of Musical/Technical Artifacts– The portfolio is the opportunity for the applicant to persuasively demonstrate the skills, knowledge, and potential ability to engage and contribute to high-quality research in Music Technology. The applicant may submit a portfolio of samples of previous professional, artistic, or academic work on music, technology, and/or related fields. The ideal portfolio will consist of both musical/technical artifacts and writing samples. The portfolio should be made available online (e.g. in your personal webpage) and the URL pointing to the portfolio should be included on the resume submitted as part of the application. Examples of artifacts include, but are not limited to musical compositions, recordings (please note your role in the recording process), performances, project deliverables, hardware and software development, web pages, digital musical instruments, audio code, acoustic designs, etc.
- Writing Samples – As part of the portfolio three samples of previous scholarly, academic, or technical work on music technology or related fields are required. These samples should represent the applicant's ability to conduct research and write effectively about their area of specialization. Submission of published work is preferred.
- Resume/curriculum vitae - A resume or curriculum vitae (CV) will be submitted to document the applicant's academic, scholarly, and career history.
- Research Advisor Support Letter#– The Graduate Program Director will facilitate the applicant in contacting potentially interested advisors. Prior to application, the student will be in contact with an MAT Graduate Faculty member, who will conditionally agree to serve as the applicant's major advisor. This future major advisor will submit a support letter, as part of the application process, that will 1) clearly state that they will serve as the major advisor and 2) explain why the faculty member is a good match for this applicant's particular research interests.
- Transcripts – The applicant will need to submit transcript(s) and/or academic documents for every institution of higher education attended. If a transcript is not in English, please upload an English translated certified by the college which issued the transcript. All transcripts and/or academic documents uploaded to the online application are

considered unofficial. The unofficial transcript(s) will be used for the application review and admission purposes. If the applicant is admitted for admission, they must submit official hard copy transcripts directly to the IU Indianapolis Graduate School upon arrival to campus. If the applicant is currently finishing a baccalaureate degree, they will be required to submit a document that certifies the awarding of that degree. Note: We do not require transcripts from Indiana University campuses.

- GRE# score (required) - The IU Indianapolis school code for the GRE is 1325 – enter this code on the exam's answer sheets.
- TOEFL#or IELTS scores - For non-native English speakers, TOEFL or IELTS scores taken within the last two years will need to be submitted. Minimum required scores: 79 TOEFL, 6.5 IELTS. The IU Indianapolis school code is 1325. This requirement may be waived if a BS or MS degree has been earned in the United States, ELS Level 112 has been successfully completed, or if the applicant has been placed into G013 or higher on the IU Indianapolis ESL Placement Test.

For applicants who have already completed a master's degree, a transcript review by the MAT Graduate Committee will determine if any credits qualify as applicable to their Ph.D. requirements.

Grades

A minimum grade point average of 3.0 (B) must be maintained in all course work.

Advancement to Candidacy: Qualifying Exam

The Qualifying Examination (QE) is a written examination required of all MAT doctoral students. It is a comprehensive, open-book exam. One of the functions of this test is to determine if the student has advanced analytical and critical thinking skills based on their understanding of topics in Music Technology. Students are required to take this test sometime in years 2-4, as specified by the IU Indianapolis Graduate Office. The QE may only be taken after the minimum coursework requirements have been fulfilled. In music technology, typically, this equates to 8 courses if the student enters the Ph.D. program with a master's degree or 18 courses for direct Ph.D. students. Questions on the exam are "topics" based and the students will be required to answer four (4) questions covering topics germane to Music Technology. One (1) of the questions will be dedicated to the student's Primary Area of study and another question (1) will be dedicated to the student's Minor Area of study. The other two questions (2) will stem from topics in Music Technology. The examination is four hours in length.

Preliminary Exam and Proposal Defense

The Preliminary Exam and Proposal Defense (Proposal) is given to determine whether a student is adequately prepared to conceive and undertake a suitable dissertation research topic. Students may not schedule their until after they have passed the QE, submitted their final Study Plan, and compiled their Doctoral Research Committee. The PE/Proposal is comprised of a written research proposal, an oral presentation, and an oral examination covering the content of both the student's proposed research. The

research proposal shall be a document that fully lays out the proposed research. The document will contain three components: a comprehensive literature review, a set of research questions / hypotheses with proposed work plans, and preliminary project design(s)/result(s) that points to project outcomes. Although there is no official length requirement, a suggested length may be approximately 10,000 words.

Students must complete the PE/Proposal at least two academic sessions (counting regular semesters and summer sessions) for which they are registered before taking the Dissertation Defense/Final Examination. It is recommended for the PE/Proposal to occur within 12-18 months after passing the QE. Since one goal of the PE/Proposal is to provide research direction and feedback, it should be taken early enough to allow the Doctoral Research Committee to make an effective contribution. The written dissertation proposal must be submitted to members of the Doctoral Research Committee at least two weeks before the examination. It is the responsibility of the student to schedule the Proposal in consultation with all Doctoral Research Committee Members.

Dissertation/Final Examination (Defense)

Prior to beginning the dissertation research, the student files a dissertation prospectus, which contains a brief description of the dissertation proposal, overall format (traditional or manuscript). If applicable, the IRB approval is submitted with the prospectus. The student provides a full, formatted copy of the completed defense to the research committee at least 4 weeks prior to the scheduled defense. Once the dissertation is prepared and all other requirements have been completed, the student must present and defend their work in a Final Examination. The Final Examination Committee is typically the student's Doctoral Advisory Committee. At the end of the oral defense, the research committee votes on the outcome of the examination

Courses

- **MUS-N 521 Research Methods in Music and Multimedia (3 cr.)** P: Consent of instructor. Introduction to the underlying principles and concepts of technology-based studies in the arts. Techniques of educational research, including integration of scientific methodology, descriptive, and inferential methods, and multimedia instrumentation in project development.
- **MUS-N 531 Music Quantitative and Qualitative Research (3 cr.)** P: Consent of instructor. Applications of scientific methodology to music therapy theory and practice. Philosophical differences between qualitative and quantitative research paradigms, integration of theoretical concepts and practice standards with scientifically-sound research proposals.
- **MUS-N 523 Historical Foundations of Music Technology (3 cr.)** This course analyzes and evaluates concepts, events, designs, and creative works that have served as catalysts in the progression of music technology over time. Through the study of the past, the class will develop rationales for new and emerging technologies that relate to the expression of music today and looking towards the future.
- **MUS-A 540 Music Engineering Technology (3 cr.)** This course provides a technical approach of engineering concepts of music technology. Topics include digital audio concepts, audio signal processing, synthesis, and electroacoustic design of audio devices, while utilizing programming. Students will develop a quantitative understanding of music engineering methods and investigate current technologies and their effects on music technologists.
- **MUS-A 500 Music Technology Graduate Seminar (0 cr.)** The Music Technology Graduate Seminar is a zero (0) credit hour graduate course consisting of 15 weekly seminars by the Department of Music and Arts Technology and other engineering and technology faculty at IUPUI, researchers from local and national academia, representatives from industry, and peer graduate students in the MAT. Seminars introduce MAT graduate students to a variety of music technology related topics in academic and industrial research. Presenters will pose research questions, scientific methodologies, and technological advancements in music technology and related fields. Presentations and discussions will assist students in developing and refining critical thinking and technical presentation skills.
- **MUS-N 512 Foundations of Sound Production (3 cr.)** P: Consent of instructor. This course explores how musical sound is produced. Fundamentals of the physics of sound will provide the technical foundation to explore musical applications. The course will cover the varying families of musical instruments, tuning and temperament, and human hearing while also introducing aspects of audio programming to reinforce theoretical concepts.
- **MUS-N 513 Principles of Music Technology (3 cr.)** Explores underlying technologies of systems within the music and media field from a computational perspective by utilizing software programming tools and techniques to create and build interactive systems within these domains. The Max programming environment is the current format for application designs in the course.
- **MUS-N 514 Music Technology Methods (3 cr.)** P: Consent of instructor. This course is designed to provide a functional, conceptual, and philosophical overview of graduate level music technology. Students will evaluate and analyze software, hardware, and related technology applications. Additionally, students will compare and critique these concepts and tools as they relate to the field of music technology.
- **MUS-N 515 Multimedia Design Application in the Arts (3 cr.)** P: Consent of instructor. Addresses the usability and human factor principles of multimedia digital product design in the arts. Topics include cognitive frameworks, design patterns, user

research, usability evaluation, and performance analysis. Students will apply the various cognitive theories and design principles in the creation software applications to be employed in the arts.

- **MUS-N 516 Advanced Interactive Design Applications in the Arts (3 cr.)** P: MUS-N 515 or consent of instructor. Incorporates extensive analysis and use of computer and multimedia authoring tools intended for specific educational applications. Project management and programming team organization; media management and selection criteria for digital arts media development; task analysis and instructional sequencing applied to training and instruction; and assessment modeling and feedback schedules are examined.
- **MUS-N 519 Digital Sound Design for Multimedia I (3 cr.)** P: N514, or consent of instructor. Music composition and multimedia applications of MIDI systems and Digital Audio Workstations. Analog, digital, and software-based synthesis, and exploration of multi-track MIDI and digital recording.
- **MUS-N 520 Digital Sound Design for Multimedia II (3 cr.)** P: MUS-N 519, or consent of instructor. Advanced applications of MIDI and next-generation sound file formats for producing soundtracks, multimedia events, and collaborative composition over the Internet.
- **MUS-N 522 Techniques for Music Performance, Teaching, and Production at a Distance (3 cr.)** P: Consent of instructor. Electronic tools for music performance, teaching, and production at a distance. Website and Internet resources including video conferencing, digital editing, and compression of video and sound wave formats. Group and individual assignments for on-line music presentations

MUS-N525 Techniques of Interactive Performances (3 cr.)

Techniques of Interactive Performance prepares public presentations that highlight the current underlying principles and concepts of computer music, live media, interdisciplinary, and interactive performance systems. Areas covered will include electro-acoustic music (with instruments, microphones, and computer processing), laptop music, live media manipulation, created instruments, machine learning, telematics, and networks, among others. The group generally works together with an outside group from another discipline in order to cross-synthesize the artistic realizations of each performance. Each semester the ensemble engages a project that draws on the multi-disciplinary skill set from the enrolled students.

MUS-N526 Synthesizers and Controllers (3 cr)

Synthesizers and Controllers addresses underlying principles of analog and digital synthesizer technology. Topics covered include voltage control, additive synthesis, FM, wavetables, and MIDI. The course will also examine various types of controller

technology frequently used in computer music creation and performance.

MUS-N527 Advanced Digital Music Systems (3 cr.)

Advanced Digital Music Systems addresses underlying principles of digital audio processing, together with related control systems for live music performance, production, and installations. They will work with software to create music scenarios of their own design. Students will also program music software and will design a large-scale music system.

Advanced Digital Music Systems addresses underlying principles of digital audio processing, together with related control systems for live music performance, production, and installations. They will work with software to create music scenarios of their own design. Students will also program music software and will design a large-scale music system.

MUS-N899 Music and Arts Technology Dissertation (1-9 credits)

Note: With the approval of the student's Advisory Committee other courses may be substituted for those listed above.

Music Technology

Faculty Chairperson

Professor Robin Cox, Ph.D., 317-278-9400, robcox@iu.edu

Graduate advisor

Timothy Hsu, Ph.D., hsut@iu.edu

Graduate Faculty

(An asterisk [*] denotes membership in the University Graduate School faculty with the endorsement to direct doctoral dissertations.)

Professors

Darrell Bailey, EdD,* Scott Deal, DMA*

Associate Professors

Michael Drews, DMA*, V. Robin Cox, DMA*, Meganne Masko, PhD, MT-BC/L*,

Assistant Professors

Tim Hsu, PhD*, Jason Palamara, PhD*, Natasha Thomas, PhD, MT-BC*, Dan Walzer, PhD*

August 2024

Ph.D. in Music Therapy
Ph.D. Music Therapy

Departmental E-mail: herron4u@iu.edu

Departmental URL: <https://herron.indianapolis.iu.edu/academics/gdegrees/index.html>

Doctor of Philosophy

(See also general University Graduate School requirements)

Admission Requirements

Board-certification in music therapy or international equivalent. Candidates should have a minimum grade point average of 3.0 (B) overall from undergraduate studies. Three letters of recommendation in support of the application. Test of English as a Foreign Language is required of international applicants. A personal interview may be requested.

Program Information

The Doctor of Philosophy in Music Therapy is a research-oriented degree. The degree is designed to prepare board-certified music therapists for independent academic/research careers enabling them to explore the vast ways music influences health and well-being. The principal objectives of this doctoral program are to train music therapists who will conduct research examining current music therapy practice and pedagogy; explore opportunities to optimize music therapy practice and pedagogy; and apply new understandings to clinical practice and education. The overarching goals of the PhD in Music Therapy are guided by the American Music Therapy Association advanced professional competencies. The program is available on campus and online. Faculty and students use internet-based courses, video conferencing, and other technologies to collaborate synchronously. Admission criteria and curricula are the same for on-campus and distance education options.

Program Requirements

A total of 90 credits hours is required for the degree, of which up to 30 credit hours may be transferred from a student's post-baccalaureate degree of study, as approved by the graduate advisory committee.

The 90 credit hours for the Ph.D. are distributed amount the following 6 content areas:

- Advanced music therapy competencies – 18 credit hours
- Other Studies in Music – 9 credit hours
- Declared minor area – 12 credit hours
- Life Sciences - 6 credit hours
- Electives – 12 credit hours
- Research Credits/Dissertation - 33 credit hours

CURRICULUM FOR MUSIC THERAPY PH.D. PROGRAM

Required Music Therapy Core

MUS-N 530 Philosophy and Theory in Music Therapy (3 cr.)

P: Consent of instructor. This course covers the philosophical and theoretical foundations of the use of music in and as therapy. We explore and discuss philosophical positions concerning what it means to be human, what it means to be healthy or diseased, how humans "know", how we construct theories, and what our theories say about what we value in the therapeutic process. The course includes theoretical approaches students may not have studied during undergraduate course work.

MUS-N 532 Music in Medicine (3 cr.)

P: Consent of instructor. The focus of this course is the evidence-based application of music in medical settings to facilitate symptom relief and improve the health and well-being of clients. Students will critique the scientific, theoretical, and empirical basis for music interventions.

MUS-N 533 Advanced Clinical Techniques in Music Therapy (3 cr.)

P: Consent of instructor. This course is designed to develop advanced level protocol delivery and data collection skills. Students will develop and carry out a music therapy protocol and provide a written theoretical rationale and critique of the protocol's effectiveness. This class services as a graduate clinical practicum. Students will engage in weekly supervision.

MUS-N535 Clinical Supervision in Music Therapy (3 cr.)

P: Consent of instructor. This course is designed to introduce students to models of supervision and supervisee development, ethics in supervision, and applying a critical lens to the covered approaches and topics.

Note: With the approval of the student's Advisory Committee other courses may be substituted for those listed above.

Academic Progress: Time to Degree

Students enrolled in the Ph.D. in Music Therapy have a total of ten (10) years from the date of enrollment to complete the Ph.D.

Admission Requirements

To be eligible to apply to the Ph.D. in Music Therapy at IU Indianapolis, you need to meet the following requirements:

- Submission of the online application to the campus
- Official transcripts from all undergraduate and graduate degrees
- Evidence of current board-certification status (MT-BC)
- A minimum of 3 years (or its equivalent) of clinical practice as a music therapist
- Three letters of recommendation from professionals familiar with the applicant's academic or clinical background.
- A statement of purpose
- Foreign students must take the TOEFL or IELTS. The minimum scores as required by the Indiana University Graduate School will be enforced.

For applicants who have already completed a master's degree, a transcript review by the MAT Graduate Committee will determine if any credits qualify as applicable to their Ph.D. requirements. If the applicant completed a thesis-based master's degree, up to thirty (30) credits can be transferred. Specifically, up to twenty-one (21) credits of graded graduate coursework (equivalent to 500-level or higher) can be applied and up to nine (9) credits of appropriate master's thesis-level research credit can be applied. If the applicant completed a "coursework only" master's degree, up to twenty-one (21) credits of graded graduate coursework (equivalent to 500-level or higher) can be applied.

Applicants entering the program post-BS who are interested in earning a MS in Music Therapy prior to continuing their Ph.D. work will be advised to take appropriate coursework and if applicable, master's thesis-level research credit, that qualify toward the Ph.D. in Music Therapy requirements.

Grades

A minimum grade point average of 3.0 (B) must be maintained in all course work.

Advancement to Candidacy:

Qualifying Exam Proposal/Paper

Within 2 months of coursework completion, the student will submit the qualifying exam proposal. The qualifying examination must be passed at least eight months prior the date the degree is awarded.

The qualifying examination paper is a scholarly, focused, and critical literature review including an interrogation of at least two theories salient to the chosen topic. The student will discuss the research base including an analysis of research methods, design, and statistics. Students will analyze qualitative, quantitative, and mixed methods studies. Students should be able to link the studies to form a cohesive and coherent argument. At the end of the literature review, the student will identify at least two logical research questions that emerge from the literature review. The QE will be of sufficient length to be inclusive but also focused – generally no more than 30-40 pages of text.

Research Critique Examination

The research critique examination takes place within a week of the QE completion. This examination will consist of analyzing a published research paper (chosen by the committee) within an 8-hour period. The student will not be given the paper ahead of time. The examination will be proctored. Students will analyze each section of the paper using standard practices for each element but concentrating on the research design, analysis, integration of theory, and strengths and limitations. Students are to identify flaws in any section. Further, students will offer at least two options for way to re-design the study to improve it.

Once the student passes the QE and Research Critique Examination, they complete the Nomination to Candidacy eDoc (NTC).

Dissertation/Final Examination

Prior to beginning the dissertation research, the student files a dissertation prospectus, which contains a brief description of the dissertation proposal, overall format (traditional or manuscript). If applicable, the IRB approval is submitted with the prospectus. The student provides a full, formatted copy of the completed defense to the research committee at least 4 weeks prior to the scheduled defense. Once the dissertation is prepared and all other requirements have been completed, the student must present and defend their work in a Final Examination. The Final Examination Committee is typically the student's Doctoral Advisory Committee. At the end of the oral defense, the research committee votes on the outcome of the examination

Faculty

Meganne Masko, PhD, MT-BC/L, Associate Professor

Amanda Henley, M.M. Music, Music Therapy, Visiting Lecturer

Master of Art Therapy

Master of Art Therapy

Upon completion of the Masters of Art Therapy students will:

1. Students will be able to synthesize and critically evaluate research in art therapy.
2. Students will be able to describe the distinction between empirically supported and applied art therapy interventions and will develop an advanced research skill set comprised of theory, methodology, and data analytical skills in the preparation for future study in the field of art psychotherapy.
3. Students will be able to demonstrate knowledge of the historical and theoretical underpinnings of art therapy and its development as a medical and healthcare profession.
4. Students will be able to clearly articulate and demonstrate how the art making process and products are used to elicit verbal associations and responses to accomplish treatment goals within the context of the therapeutic relationship.
5. Students will develop the knowledge and skills in art therapy assessment, diagnostic formulation, treatment plan development and intervention for psychological and psychosocial disorders.
6. Students will develop an ethical approach of professionalism, maturity, responsibility and self-presentation in all aspects of art therapy and verbal psychotherapy assessment and intervention that is accordance with the Art Therapy Credentials Board (ATCB) and the American Art Therapy Association (AATA).
7. Students will be able to design, implement and evaluate art therapy services and art therapy programs in a variety of medical, healthcare, community, and educational settings and will apply individual and group dynamics to interactions with staff and administration.

8. Students will demonstrate sensitivity and understanding of how human diversity impacts art therapy treatment and intervention.
9. Students will be able to establish and maintain a dignified and safe holding environment in which to facilitate the therapeutic process by understanding both client and therapist feelings, perceptions, and responses within the therapeutic relationship.

Master of Fine Arts in Visual Art

Master of Fine Arts in Visual Art

Upon graduation from the Master of Arts in Visual Art degree program, students will:

1. Be able to analyze and explain in writing and speech the meaning and effectiveness of works of art including their formal, thematic, theoretical, social, cultural, cognitive, and technological aspects.
2. Be able to conduct original creative research by controlling the formal, thematic, theoretical, social, cultural, cognitive, and technological aspects of works of visual art the student makes.
3. Be able to conduct original creative research that results in a cohesive group of art works produced at a professional level of quality in terms of formal, technical, and thematic consistency.
4. Have acquired knowledge of the professional factors, including the ethical responsibilities, of developing artworks in university and community-based collaborations.
5. Be able to critically analyze and communicate the analysis of works of visual art as an intellectual and experimental practice that is rooted in a specific time and place.
6. Have acquired knowledge of how to maintain a creative studio practice in a professional context, from making work to its presentation, installation, marketing, and critical analysis.
7. Be able to research, plan, design, fabricate, and complete their own art works (alone and in collaboration with others) utilizing a variety of technical processes in a variety of public and private settings for a variety of aesthetic and intellectual purposes.

Master of Design

Master of Design Learning Outcomes

Upon completion of the Master of Design, students will demonstrate the following:

1. Frame of Mind

- Students will be able to engage with ambiguity and uncertainty in a creative problem-solving process.
- Students will demonstrate creative confidence throughout a creative problem-solving process.
- Students will demonstrate keen sensitivity and empathy toward people and contexts, in which problems are situated.
- Students will demonstrate a positive approach to change and opportunity

2. Knowledge Application, Integration and Generation

- Students will demonstrate theoretical understanding of design thinking and be able to utilize their knowledge of design thinking in problem-solving process.
- Students will be able to integrate appropriate disciplinary knowledge and skills throughout a creative problem-solving process.
- Students will recognize values of tacit knowledge and leverage them for problem-solving process.
- Students will advance their disciplinary knowledge and skills through the application of knowledge in diverse problem settings.

3. Creative Problem Solving Process and Process Skills

- Students will be able to apply abductive reasoning to creative problem-solving process.
- Students will be able to lead a context-based problem-solving process with a proactive and adaptable approach.
- Students will be able to recognize and apply appropriate methods to frame problems, generate ideas, and evaluate solutions.
- Students will be able to perform a reflective practice.
- Students will be able to demonstrate effective oral, written, and visual communication skills for facilitating collaborative decision-making.

4. Leadership for Collaborative Innovation

- Students will recognize values of cultural and disciplinary diversity for collaborative innovation and be able to facilitate team processes.
- Students will develop facilitative leadership to empower stakeholders in implementing solutions.

5. Personal and Social Responsibilities

- Students will demonstrate ethical reasoning and action.
- Student will develop foundations and skills for lifelong learning anchored through active involvement with diverse communities and complex challenges.

Student Learning Outcomes

Graduate Student Learning Outcomes

Students will achieve the objectives set for the following graduate degrees:

- Master of Fine Arts in Visual Arts
- Master of Design
- Master of Arts in Art Therapy
- Master of Science in Music Technology
- Master of Science in Music Therapy
- PhD in Music Technology

- PhD in Music Therapy

Certificates

Design Thinking

Design Thinking

Design Thinking

1. Frame of Mind

- Students will be able to engage with ambiguity and uncertainty in a creative problem-solving process.
- Students will demonstrate creative confidence throughout a creative problem-solving process.
- Students will demonstrate keen sensitivity and empathy toward people and contexts, in which problems are situated.

2. Knowledge Application, Integration and Generation

- Students will demonstrate theoretical understanding of design thinking and be able to utilize their knowledge of design thinking in problem-solving process.
- Students will be able to integrate appropriate disciplinary knowledge and skills throughout a creative problem-solving process.
- Students will recognize values of tacit knowledge and leverage them for problem-solving process.

3. Creative Problem Solving Process and Process Skills

- Students will be able to recognize and apply appropriate methods to frame problems, generate ideas, and evaluate solutions.
- Students will be able to perform a reflective practice.
- Students will be able to demonstrate effective oral, written, and visual communication skills for facilitating collaborative decision-making.

4. Leadership for Collaborative Innovation

- Students will recognize values of cultural and disciplinary diversity for collaborative innovation.
- Students will develop facilitative leadership to empower people in implementing solutions.

5. Personal and Social Responsibilities

- Students will demonstrate ethical reasoning and action.

MS Music Technology

Music Technology

The M.S. in Music Technology focuses on the development of professional competencies and integration of research findings into the development and use of music technology with specialties in 1) recording, manipulation, and live sound; 2) the creative production of electronic music and live electronics; and 3) music technology in education and pedagogy. Learning outcomes for the M.S. in Music Technology comes from the essential and specialized competencies identified by the National Association for Schools of Music standards and guidelines for music technology programs.

M.S. in Music Technology

Essential Competencies for Music Technology (NASM IV.G.2.a.1-11, revised for graduate learning):

- Organize and differentiate the scope, integrative nature, and various functions of music technology as a field, including various applications of music technology in music, technological development, research, pedagogy, and in other fields.
- Apply, analyze, and critique various terminologies and procedures in music, and technology, and their combinations as employed in and associated with the work of music technology. This includes, but is not limited to, their respective vocabularies of practice, ways work is conceptualized, developed, synthesized, and finalized, and phases of production, presentation, and/or distribution.
- Determine the appropriate scientific methods to test and solve music technology problems, including (a) problem identification, information gathering, solution development, and testing, and (b) knowledge and skill to produce evidence-based decisions about what is useful, usable, effective, and desirable during the course of music technology project development and production.
- Anticipate the needs or expectations of users, audiences, and/or contexts associated with supervising professional work in music technology.
- Advanced capabilities in specific areas of musicianship consistent with the music technology areas that constitute the degree program's focus. Aural skills are essential. Abilities to apply advanced knowledge of the properties of musical structures and processes to solving music technology problems are essential.
- Advanced knowledge of current technologies and technological principles widely applicable to music technology, including but not limited to those associated with recording, manipulating, and presenting music and sound, signal flow and processing, music communication protocols, synthesis and interface technologies, sound synthesis, and interactive and generative media.
- Develop industry standard technologies at a professional level to achieve goals and objectives associated with specific areas of music technology. These goals may be in terms such as mastery of production techniques, artistic expression, integration in other fields, relationships with other technologies and media, etc.
- Integrate knowledge of science, engineering, and math concepts and other aspects of the science of sounds and the electrical manipulations of sounds

to generate new music technology methods and models.

- Possess an evaluative understanding of the connections among music, technology, music technology, and culture, including the evolution of music technology, the impact of technology on music and culture, technological influences on multiple musical styles, including contemporary styles, and their cultural contexts, and information and means for projecting future possibilities in music technology; and basic understanding of these connections with regard to current and emerging Internet- and network-based program, services, and environments related to the creation, sharing, and distribution of music.
- In depth understanding of and adherence to the principles, laws, regulations, and ethical considerations and practices associated with music technology and intellectual property as it is both acquired and created by individuals.
- Comprehensive capabilities to use and integrate the above competencies in at least one area of music technology to produce professional-level work in at least one area, and basic level work in a second area.

Recording, Manipulation, and Live Sound (NASM IV.G.b.1)

- Appraise and utilize industry-standard recording and other types of music technology studios and equipment.
- Exhibit expertise in the use of music, digital, and other technological interfaces.
- Demonstrate high levels of aural and music analysis skills.
- Integrate scientific knowledge of acoustics and electronics.
- Integrate advanced capabilities in audio recording and sound manipulation.
- Teach and assess capabilities in audio engineering, studio sound, and live performance sound.

Creative Production of Electronic Music and Live ElectronicsC (NASM IV.G.b.2)

- Engage in using and creating with technologies, protocols, and techniques associated with analog and digital instruments and various forms of synthesis; interfaces; programming language(s); interactive and generative media; and networks of digital and other instruments.
- Supervise the development and production of real-time and recorded performances using digital and emerging technologies.
- Differentiate and select various keyboard-based and/or non-keyboard-based controllers and user interfaces based on compositional and performance needs.
- Formulate and defend an understanding of compositional principles, logics, narrative structures, and strategies.

Music Technology in Education and Pedagogy (NASM IV.G.b.4)

- Conceive and develop specific technologically based products associated with instruction and evaluation.
- Create interactive applications for educational purposes.
- Integrate understanding of the elements, natures, and content of musical instruction in areas such as aural perception, music theory, music history, music teacher preparation, composition, and improvisation, and their relationships to the capabilities of current and emerging technology.

Updated: March 2024

Master of Science in Music Therapy

Music Therapy Learning Outcomes M.S. in Music Therapy

The learning outcomes and competencies for the M.S. in Music Therapy are derived from the National Association for Schools of Music standards and guidelines and the advanced competencies outlined by the American Music Therapy Association (AMTA).

Upon program completion, students will be able to:

Music Therapy Theory (NASM XIV.F.1.a.1 and AMTA Competencies I.1.A)

- Differentiate and apply music therapy theories of clinical practice, supervision, education, and corresponding implications for research.
- Use current theoretical, clinical and research literature from music therapy and related fields to identify emerging models and to predict/propose future models and trends for music therapy.
- Articulate and defend a personal philosophy, approach, and/or theory to music therapy.

Advanced Competencies in Clinical Practice (NASM XIV.F.1.a.2 and AMTA advanced competencies .I.B.2.0 and .4.0)

- Apply and evaluate the music therapy evidence base in clinical practice.
- Develop essential skills and techniques needed for effective, support clinical supervision.
- Create and assess theoretically grounded music therapy clinical interventions across clinical areas and theoretical orientations.

Research Competencies AMTA Advanced Competencies 1.A (NASM XIV.F.1.b.1 and AMTA Advanced Competencies I.D)

- Identify gaps in the clinical and research evidence to develop meaningful research hypotheses or research questions.
- Synthesize the music therapy and related literature to create a conceptual framework explaining the relationship between a music-based intervention and relevant outcomes.
- Create a research proposal matching questions/hypotheses, conceptual framework, and corresponding research design and analytic plan.

- Conduct research according to ethical principles for protection of human participants.

Updated: March 2024

Updated: March 2024

Master of Science in Music Therapy

Music Technology

Ph.D. in Music Technology

Educational Outcomes for the Ph.D. in Music Technology from the Department of Music and Arts Technology. School of Engineering and Technology.

The requisite competencies outcomes are measured by the following:

1. Final grades in required coursework (B or better), through work assignments comprised of written papers, software constructs, research reviews, technology projects, and public presentation.
2. Candidacy requirements fulfilled.
3. Completion of Dissertation or equivalent set of papers.
4. Public presentation of research via appropriate conferences such as International Computer Music Association, Audio Engineering Society, New Interfaces for Music Expression, and College Music Society.
5. Publication of peer-review articles, book chapters, and essays in genre-appropriate journals.
6. Awarding of grants and project commissions at the appropriate professional level.
7. External and University awards and honors for academic excellence, service and contribution.
8. Post-graduation employment positions in the educational and professional music technology field.

Updated: March 2024

PhD in Music Therapy

Music Therapy Learning Outcomes

Music Therapy

Ph.D. in Music Therapy

Educational Outcomes for the Ph.D. in Music Therapy from the Department of Music and Arts Technology. School of Engineering and Technology.

At the completion of the degree, Ph.D. students will be able to:

1. Synthesize and apply comprehensive knowledge of relevant theories for music therapy research and practice.
2. Create a cogent research program investigating the role of music and/or music therapy in education and health.
3. Implement a multi-faceted, culturally competent clinical supervision practice.
4. Apply professional competencies in degree and curriculum development.
5. Elucidate a clear and compelling philosophy of music therapy research and education.

Contact Information

Herron School of Art and Design

Eskenazi Hall

735 W. New York St.
Indianapolis, IN 46202
Main: (317) 278-9400
Fax: (317) 278-9471

Galleries: (317) 278-9410

Basile Center: (317) 278-9423

Community Learning: (317) 278-9404

Eskenazi Fine Arts Center (Sculpture and Ceramics Bldg). 1410 Indiana Ave. Indianapolis, IN 46202

Graduate Programs

Graduate Program

The Herron School of Art and Design educates students seeking professional careers in the fine arts, visual communication design, art history, and art education.

Graduate degrees currently offered are

- Master of Arts in Art Therapy
- Master of Fine Arts in Visual Art
- Master of Design
- Master of Science in Music Technology
- Master of Science in Music Therapy
- Doctor of Philosophy in Music Technology
- Doctor of Philosophy in Music Therapy

Last updated: March 2024

Certificates

CERTIFICATES

Design Thinking

Last update: March 2021

Graduate Certificate in Design Thinking

This certificate program introduces mindsets, core skills, and methods for creative problem solving that can be applied to any discipline or field. Knowing how to investigate innovative solutions will allow you to actively apply, connect, and build knowledge which responds to complex human needs.

This 18-credit hour graduate certificate comprises online courses that can be completed at your own pace anywhere, at any time, as long as each course is completed within the academic term when it is scheduled. The curriculum prepares you for open, unscripted problems in a wide variety of contexts. Getting immersed in the problem-solving techniques of visual communication design and design thinking will provide

you with a transferrable skill set for your career in today's evolving environment.

Courses can be taken out of sequence during fall and spring semesters. The practicum experience must be completed during your final semester.

This certificate is offered through IU Online.

Eligibility

- Applicants must either be currently enrolled in an IU graduate program or hold a bachelor's degree from an accredited institution.
- No prerequisite or prior design experience is required.

Academic requirements:

- Intro: Design Thinking for Tackling Wicked Problems and Sensemaking (3 credits)
- Design Methods for Framing Problems (3 credits)
- Design Methods for Ideating (3 credits)
- Design Methods for Prototyping (3 credits)
- Practicum (6 credits)*

** If you are enrolled in another academic program, you can substitute 6 practicum credits online or offline for the related course within your academic program.*

Last update: April 2023

Non-Majors

Non-Majors

Non-Majors Elective Arts Program

An important component of the Herron School of Art and Design is the Elective Arts Program. As part of our mission to provide an educational experience in the visual arts for the university and community, Herron offers a wide range of courses in this program.

Elective Arts serves a varied constituency; the basic objective is to provide education in the arts to students who do not wish to pursue a professional degree (BFA) in the visual arts. These courses may fill general education requirements, requirements for minors or certificates offered by Herron or other schools, satisfy art therapy graduate admissions requirements, or fulfill requirements for other degree programs. Beginning level classes in two-dimensional and three-dimensional media are offered each semester to fulfill this mission, as well as widely accessible courses in art history, art education, design thinking, and graphic design.

Generally, the courses have either no prerequisites or modest prerequisite requirements. Enrollment in any of these elective courses does not in itself constitute admission to any of the Herron School of Art degree programs.

Whether for personal enrichment or as a required component of an academic program, Elective Arts students develop artistic skills and gain a keen understanding of aesthetics through their own artwork. For complete information, including detailed course listings and admissions procedures, please contact the Herron Admissions and Student Services Office at (317) 278-9400.

Last Updated: April 2023

Courses