

DRAWING - MINOR

College of the Arts
 School of Art
www.kent.edu/art

About This Program

The Drawing minor provides an introduction to fundamental form, pictorial structure and media through work from observation and conceptual projects. Emphasis in the minor is on students' continued development in drawing toward individually conceived creative practice.

Contact Information

- Program Coordinator: **Darice Polo** | dpolo@kent.edu | 330-672-2249
- Speak with an Advisor
 - Kent Campus
 - Stark Campus

Program Delivery

- **Delivery:**
 - In person
- **Location:**
 - Kent Campus
 - Stark Campus

Admission Requirements

Admission to a minor is open to students declared in a bachelor's degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

Program Requirements

Minor Requirements

Code	Title	Credit Hours
Minor Requirements		
ART 10022	2D COMPOSITION	3
ARTS 14000	DRAWING I	3
ARTS 14001	DRAWING II	3
Studio Art Electives, choose from the following:		9
ARTS 24002	DRAWING AS A STUDIO PRACTICE	
ARTS 34002	FIGURE DRAWING ¹	
ARTS 34003	DRAWING: STRUCTURE AND EXPERIMENTATION ¹	
ARTS 45080	KENT BLOSSOM ART ²	
ARTS 45095	SPECIAL TOPICS: STUDIO ART ²	
Minimum Total Credit Hours:		18

¹ Repeatable for a maximum of 6 credit hours.
² May be used with approval from a faculty or academic advisor.

Graduation Requirements

Minimum Minor GPA	Minimum Overall GPA
2.250	2.000

- Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
- Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
- Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).

Program Learning Outcomes

Graduates of this program will be able to:

1. Demonstrate the ability (skill) to work within their chosen medium/ media, and understand associated materials and processes.
2. Demonstrate an understanding of larger contemporary and historical contexts.
3. Demonstrate a high degree of design and visual literacy in their work.