FASHION DESIGN

NOUN

1. fashion design is the art of the application of design, aesthetics, and natural beauty to clothing and accessories.

2. a popular trend expressed in styles of dress and ornament or manners of behavior.

3. the production and marketing of new styles of goods such as clothing, accessories and cosmetics.

4. the selection of clothing for published editorial features, print or television advertising campaigns, music videos, concert performances, and other public appearances.

- provided by merriam-webster.com
Welcome!

Our school, faculty and staff are here to provide the opportunities that make Southern great. We know that our university has the power to serve you well and help you become professionals who are competent, thoughtful, effective agents for making a better world, and providing the kind of insight and skill that will increase the opportunity you have to be productive members of the professional design communities of architecture, interior design and fashion design and merchandising.

Our goal is to make sure that we challenge you and bring the best from you as you gather the knowledge and skill to shape a better world. This is not always an easy task for you, or for us, but it is one we engage in as partners. We will work diligently to assist you in achieving your goals and along the way help you develop a disciplined mind, a synthesizing vision, a creative spirit, a respectful demeanor and an ethical perspective for the position you will assume as a graduate to serve the greater social good.

Thank you for entrusting us with this partnership.

We all welcome you to the new school year.

Sincerely,

Walter V. Wendler
Director, School of Architecture
Our Culture

The mission of the School of Architecture is to achieve and maintain nationally and internationally recognized excellence in education, research, and creative activities; to help shape, as well as serve the students of the School, the people of our region, the distinct disciplines and allied professions of architecture, fashion design and merchandising, and interior design, and to contribute to the intellectual and creative purposes of the University.

To achieve that mission, the School’s goals are:

• To provide educational opportunities that prepare students for effective and productive careers in the professions of architecture, fashion design & merchandising and interior design. Toward this goal, the School offers three undergraduate programs leading to the degrees Bachelor of Science in Architectural Studies, Bachelor of Science in Fashion Design and Merchandising, Bachelor of Science in Interior Design. An accredited Master of Architecture degree is also offered by the School of Architecture for those seeking licensure.

• To conduct research related to the discovery, innovation, and development of methods, technologies, and historical understanding that improves the practice of Architecture, Fashion Design and Merchandising, and Interior Design and related areas of endeavor; to complete creative activities that engage the Faculty in the practice of architecture, fashion design and merchandising, interior design, and kindred subjects. Research and creative activities are essential functions of the Faculty. The Faculty conducts research in theoretical and applied aspects of architecture, fashion design and merchandising, and interior design; the practice of the professions of architecture, fashion design and merchandising, and interior design, historical and cultural understanding of those professions; interdisciplinary research exposing relationships with other areas of study or professional practice; and in areas related to the teaching of the professions. The Faculty conducts activities that enhance productivity in the areas of research, creative activity, and teaching. In addition, the Faculty completes peer-reviewed creative activities of varying scope and complexity that engage the Faculty in the practice
of architecture, fashion design and merchandising, interior design, or in related areas.

- To provide service to the University, the people of our region, and to the professions of architecture, fashion design and merchandising, and interior design. The Faculty participates in the governance of the University through a variety of committees and organizations at the School, College, and University levels. In addition, the School provides support to a number of profession-related student organizations. Service to the region is accomplished through active participation and membership in community organizations, providing outreach and educational activities in the region, and by providing consultation on matters related to architecture, fashion design and merchandising, and interior design. Service to the professions is accomplished through active participation and membership in professional groups, associations, and societies, as well as by presentation and publication of papers and programs with and related to the concerns of those organizations.
School of Architecture Studio/Laboratory Culture Policy

Preamble
The students, staff and faculty of the School of Architecture at Southern Illinois University share the responsibility of possessing and preserving this policy.

The SIU “Student Conduct Code” can be found at: http://policies.siu.edu/documents/StudentConductCodeFINALMay32011.pdf.

This policy builds upon, rather than replaces, the SIU code of conduct. The School of Architecture faculty members are expected to model good behavior and hold students to the standards detailed in this Handbook. Students should encourage one another to maintain the School’s policies. When policies are disregarded, it is a shared responsibility to bring the infraction to the attention of the proper authority and seek proper resolution.

School of Architecture Culture
This policy is established in an effort to preserve studios/laboratories as productive work environments in which students cultivate the professional conduct expected in the practice of architecture. This will be manifest through a series of specific goals, and recognition of personal responsibility to ensure the integrity of the culture.

Faculty and students will pursue activities associated with the studio/laboratory in a manner which respects the broader goals of the program and College.

Although the architecture curriculum maintains the traditional significance of the studio/laboratory experience in a professional program, it will not institutionalize the common and destructive practice of elevating studio work over all other course-work, extracurricular activities and personal pursuits. Studio/laboratory is recognized as the central part of a larger puzzle defined by college education and experience. To these ends, first and foremost, students are encouraged to work diligently during regular class time and normal waking hours as they pursue excellence in their architectural design. Access to the building after the conclusion of classes each day is a privilege, not a right.

The physical setting of the architecture studio/laboratory will express an open community that promotes positive self-expression and maintains a high-functioning workplace.

To formally represent the open environment which we strive to achieve, the studios/laboratories will be maintained as open areas in which academic classes are clustered. Students may elect to bring bookcases or other small storage units into their work area. Only partitions provided by the college will be permitted to divide studios by class level.

Arrangement of furnishings and equipment will be maintained to ensure their proper use by faculty and students who have classes in the building throughout the day. Furniture,
equipment and other college property of all kinds may be moved only under the expressed approval of architecture faculty and for short-term arrangements to suit specific curricular goals, like studio reviews. It is every class’s responsibility to return furniture to its proper place at the conclusion of a review or other instance calling for the rearrangement of furniture.

The overall environment of the School of Architecture studio will respect everyone’s right to a professional space dedicated to focused and creative work.

At the start of each year, architecture majors are assigned to (or select) a work space which they can call their own for the semester. It is each student’s privilege and responsibility to maintain a work space within the larger environment that is geared toward production, professionalism and intellectual exercise. Such academic discipline is in accord with relaxed attitudes, but with a recreational atmosphere.

The building will be kept clean and orderly by the Janitorial Staff, however, students are responsible for their individual work stations. All trash must be disposed of properly and in a timely manner. Students should maintain their own materials and equipment, and must not borrow materials, supplies or tools from colleagues without their specific permission. Students shall not interfere with, touch or move anyone else’s work. Classrooms are not to be considered after-hours studio space. Students will work in other parts of the building only when it is impossible to complete a project at their tables.

At the conclusion of each semester, each studio area will be thoroughly cleaned by the students who used it. Anything remaining after the conclusion of final exams will be removed and discarded.

Design projects and personal items cannot be stored in the studio space between semesters. Any projects or personal items that remain after final exams will be thrown away. Exceptions may be given with faculty permission.

Students are expected to enjoy and personalize their work environment, but must do so with respect to others. Students may decorate their work spaces, but must be mindful of the studio as a public space, and refrain from displaying any items which may be offensive.

During class meeting times, the use of cell phones, CD players, and other electronic items is allowed at the discretion of the faculty. After studio class time, a respectful work environment should be maintained and no student should be disrupted by the use of these items.

Proper and respectful attire is required in all classrooms as well as the studio. This includes shirts and shoes at all times for hygienic and safety reasons. Individual instructors may set dress code guidelines for presentation days.

Beverages, and food, may be consumed while studio is in session at the discretion of the individual instructor; eating is permitted in the studios when not in session, as long as students maintain personal hygiene and environmental cleanliness.

The School of Architecture studio will be a place of open communication.
In a college which promotes critical thinking, the healthy exchange of different points of view is as important as the reinforcement of shared opinions. Just as they value individual people, faculty and students will value individual opinions and judgment, and will be encouraged to share them in a non-threatening environment.

Faculty and students are encouraged to engage their regular classmates in debate and discourse. It thus requires concerted effort to reject complacency and embrace healthy friction. Even when not directed by a professor, students can (and should) talk about one another’s work, offering support for positive points and constructive criticism for areas in need of development.

Faculty and students are encouraged to discuss architectural matters with vigor; they are encouraged to know which of their opinions are founded on good evidence and which might be founded on matters of taste, and act accordingly. Criticism should always be focused on projects rather than on their authors. At the same time, students must be mindful of the fact that critique is not directed at them but rather directed at the project that is external to them; they should not interpret genuine architectural critique personally. Faculty will seek to model good critical behaviors, especially promoting inter-student dialogues in the first years of the program to better enable their critical development.

Absolute Prohibitions
The following items are highlighted here as they are not simply annoyances or hindrances to the functioning of our program, but rather potential threats to the safety and welfare of individuals. These items apply to students and faculty both. Each is absolutely, explicitly and unequivocally prohibited and has no place in this community.

- **Vandalism or theft** of department, division or college property (including, but not limited to, wood shop tools, computer equipment and art supplies)

- **Any use of aerosol products inside the building**: spray-paint, fixative, spray-mount and the like are potentially harmful to the facility and, more important, to human health

- **The use of aerosol products outside of the building**:
  - without proper underlay to catch all overspray residue, and/or
  - in proximity to the parking lot so as to threaten to damage either the building or vehicles

- **Intolerance of any sort**, including sexual harassment, religious prejudice and racial slurs. Such may take the form of written and verbal language as well as the display of images that could be regarded as offensive or degrading

- **Verbal threats and physical intimidation**

- **Unwelcome physical contact of any sort**
Dispute Resolution

When disputes arise among students, students should strive to openly confront one another to resolve the problem. When this fails to achieve a resolution, students should go to their professor or a program administrator to act as a mediator at the earliest possible opportunity. Problems should not be permitted to smolder.

In most cases, in the open environment the Program strives to cultivate, differences of opinion can and should be worked out among the parties in question. However, in the occurrence of the serious abuses highlighted in the section entitled “Absolute Prohibitions”—each of which is in conflict with college policy and/or local or federal law—students are discouraged from handling the situation themselves, but should instead report such wrongdoing to an architecture school administrator at their earliest opportunity.

Any complaint by a student against a faculty member will be initially addressed in a discussion between the student and the faculty member in a good faith effort to seek resolution by both. If the student is not satisfied with the conclusion of that discussion, the student has the right to appeal to the Director of the School of Architecture. The Director shall evaluate the complaint and gather all essential information. The Director may then seek the advice of the program faculty. The Director shall render a decision deciding the legitimacy of the complaint and render a final decision.

The student has the right to appeal the Director’s decision to the CASA Dean’s office for undergraduate students, and to the Graduate College for graduate students (see “Graduate College – Academic Grievances Policy/Procedures”, p. 46). The policies and procedures of CASA and the Graduate College will govern when this appeal is made.
SCHOOL OF ARCHITECTURE

ACADEMIC ADVISEMENT

Academic Advisors:

Jasmine Winters   Architecture
                  Interior Design
                  (618) 453-1227; jwinters@siu.edu

Shelby Adkinson   Fashion Design & Merchandising
                  (618) 453-1859; sadkinson@siu.edu

Hours posted by semester

Advisement is conducted both on an appointment and walk-in basis in Quigley Hall. During pre-registration periods, it is essential to sign-up for an appointment. Sign-up sheets will be posted during pre-registration outside the advisement office. Students are expected to arrive for their appointments promptly. Students should regard advisement appointments as any other business meeting and contact the advisor if the appointment cannot be met as a missed appointment prevents other students from being advised in that time slot.

Academic advisement does not relieve students of their own personal responsibility to see that graduation requirements are met.

CHANGING MAJORS

If a student wishes to change majors, the student should make an appointment to see the academic advisor of the program into which he or she wishes to enter. A change of major form must be completed and signed by the student, department chairperson, and dean of that academic unit. The form is then sent to Records in Woody Hall where the official unit change is made. Students with cumulative grade point averages of less than 2.0 will not be permitted to change majors.
SOUTHERN ILLINOIS UNIVERSITY
2013 – 2014 Academic Calendar

**Intersession**

- Intersession Begins: Monday, May 13
- Intersession Ends: Friday, June 7

**Summer Session 2013**

- Eight Week Session Begins: Monday, June 10, 7:30 a.m.
- Independence Day Holiday: Thursday, July 4
- Final Examinations: Thursday, August 1 and Friday, August 2

**Fall Semester 2013**

- Semester Classes Begin: Monday, August 19
- Labor Day Holiday: Monday, September 2
- Fall Break: Sat, October 12, Noon - Tue, October 15
- Veterans Day Holiday: Monday, November 11
- Thanksgiving Vacation: Wed, November 27 - Sun, December 1
- Final Examinations: Mon, December 9 - Fri, December 13
- Commencement: Saturday, December 14, 2013

**Spring Semester 2014**

- Semester Classes Begin: Monday, January 13
- Martin Luther King, Jr.'s Birthday Holiday: Monday, January 20
- Spring Vacation: Sat, March 8, Noon - Sun, March 16
- Honors Day: Sunday, April 13
- Final Examinations: Monday, May 5 through Friday, May 9
- Commencement: Saturday, May 10, 2014

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**Application Deadline**

Prospective undergraduate students can apply online or download a PDF of application to print and mail. Undergraduate Admissions SIU in Carbondale 425 Clocktower Drive Carbondale, Illinois 62901 (Online application is highly recommended.) Please Note: SIU has an application deadline of May 1 for freshman applicants. Any applications received after May 1 will be reviewed as exceptions on a space-available basis.
SIUC Architecture Program Mission & Vision

VISION STATEMENT

To be an architectural program of excellence built upon the cultural and environmental heritage of the River Delta Region that provides a superior education and produces the highest quality architectural scholarship and research to serve our global communities.

MISSION STATEMENT

Through our cultural heritage, environmental context and the tradition of integrating emerging technology and innovative practice, the Architecture faculty and students explore, create and develop architecture as a synthesis of design excellence, artistic expression, technology and community involvement.

GOALS

• Graduates are lifelong learners, leading citizens and professionals in communities throughout the world.
  o Possess the qualifications to serve as licensed architects protecting the health, safety and welfare of our communities.
  o Promote the highest professional standards through strong ethical character and social conscience
• Architecture that enhances the quality of life of our communities, serves the needs of clients, uplifts the human spirit, preserves the environment, provides social justice and expands aesthetic frontiers Building Community, p. 31
• Faculty pursue the scholarship of discovery, integration, application and teaching Building Community, pp 56,57
• The curriculum is:
  o Liberal, including history, literature, philosophy, art, science and communication skills
  o Flexible, so as to relate to the lifelong learning needs of students including career changes, allow opportunities to explore specialties and discover the connectedness of knowledge
  o Integrated, providing connections both within architecture and between architecture and other disciplines through the design studio with the ability to collaborate with others on design and problem-solving projects Building Community pp 77-85
• Provide for the development of individual creativity through the expression of human, social and environmental values
• Serve communities through problem-solving and the addressing of regional issues.
REGISTRATION FOR COURSES

PREREQUISITES

With the exception of the first semester, we advise students for all major courses with the assumption that the student will make a qualifying grade in the prerequisite course. Students who fail to make a qualifying grade must repeat the prerequisite course before continuing in the sequence. Please note: All English courses require a “C” grade or above. Math courses with the exception of Math 101 require an earned grade of “C” or above.

ACADEMIC PROBATION

Students on academic probation may not register for more than 14 semester hours.

CREDIT OVERLOAD

Students can register for a maximum of 18 hours in the fall and spring semesters and 9 hours in the summer semester without receiving approval from the Dean’s Office. Students with a cumulative grade point average of less than 3.0 may need to wait for approval of a credit overload until the current semester’s grades are posted and a new cumulative grade point average can be evaluated. Any student with a cumulative grade point average of less than 3.0 may be denied a credit overload.

REGISTRATION STOPS

There are several stops that may be placed on a student’s registration, preventing registration for the upcoming semester. Health Service, Bursar’s Office, Admissions and Records, and Student Judicial Affairs can place stops on students’ registrations for non-compliance. Students are notified by these offices and should rectify problems promptly to ensure that they can register for courses in a timely manner. Academic advisors cannot remove registration stops.

ATTENDANCE

Go to class. Students are expected to attend classes regularly in order to keep up with course instructions and projects. All absences will be approved at the discretion of the course instructor. See your instructor regarding specific attendance information for each course and apprise your instructor of any past or anticipated absences. See page 27 in the Undergraduate Catalog for further information regarding university attendance policy.
INDIVIDUAL COURSE DROPS

Students who wish to drop a course should process the drop via SalukiNet. A student who stops attending class will not be considered dropped from the course until he or she has followed this procedure.

INCOMPLETES

If a student is granted an INCOMPLETE in a course that is a prerequisite to another course, the student must be issued a qualifying grade in that course before he/she is allowed to continue in the sequence.

DROP DEADLINE DATES

16-week courses
   * Second week for a full refund, tenth week to drop a course

8-week courses
   * Second week for a full refund, fifth week to drop a course

4 to 6 week courses
   * First week for a full refund, third week to drop a course

Students who wish to withdraw from all courses for a semester must see their advisor.

CLASS STANDING

Freshman: fewer than 26 hours   Junior: 56 to 85 hours
Sophomore: 26 to 55 hours   Senior: 86 or more hours

GRADUATION PROCEDURES

Students should apply for graduation by the Friday of the fourth week of the fall & spring semesters, and the second Friday of the summer semester, in which they plan to graduate. If the student does not graduate at that time, the student will be required to submit another graduation, and the graduation fee will be re-assessed.

Note: A student must have a 2.0 cumulative and major GPA to graduate.
ISSUANCE OF TRANSCRIPTS

An official copy of transcripts can be obtained from the Transcripts Office in Woody Hall (618) 453-3609. Academic advisors cannot produce official transcripts. A transcript request form can be attained at:

SIU Carbondale
Transcripts Office
Woody Hall, Room B2
MC 4701
Carbondale, IL 62901

POLICY ON RETAINING STUDENT WORK

The School of Architecture maintains the right to retain student work for exhibition or for records and accreditation purposes. Students are advised to assemble photographic files of their work for their portfolios.
## FASHION DESIGN & MERCHANDISING FACULTY

Phone: (618)453-3734

<table>
<thead>
<tr>
<th>Faculty Member</th>
<th>Room</th>
<th>Email</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shelby Adkinson</td>
<td>Q311G</td>
<td><a href="mailto:sadkinson@siu.edu">sadkinson@siu.edu</a></td>
</tr>
<tr>
<td>Siwon Cho</td>
<td>Q311F</td>
<td><a href="mailto:swcho@siu.edu">swcho@siu.edu</a></td>
</tr>
<tr>
<td>Seung-Hee Lee*</td>
<td>Q311H</td>
<td><a href="mailto:shlee@siu.edu">shlee@siu.edu</a></td>
</tr>
<tr>
<td>Judy Huyck</td>
<td>Q311E</td>
<td><a href="mailto:jhuyck@siu.edu">jhuyck@siu.edu</a></td>
</tr>
<tr>
<td>Laura Kidd</td>
<td>Q311D</td>
<td><a href="mailto:lkidd@siu.edu">lkidd@siu.edu</a></td>
</tr>
</tbody>
</table>

* Program Director
# CAREERS IN FASHION DESIGN

## Apparel Design

<table>
<thead>
<tr>
<th>Entry Level</th>
<th>Advanced Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assistant Designer</td>
<td>Designer</td>
</tr>
<tr>
<td>Cutting Assistant</td>
<td>Stylist</td>
</tr>
<tr>
<td>Junior Designer</td>
<td>Sample Maker</td>
</tr>
<tr>
<td>Sketching Assistant</td>
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</tbody>
</table>

## Apparel Design-Patternmaking

<table>
<thead>
<tr>
<th>Entry Level</th>
<th>Advanced Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assistant Pattern Maker</td>
<td>Marker Maker</td>
</tr>
<tr>
<td>Cutting Assistant</td>
<td>Duplicate Maker</td>
</tr>
<tr>
<td>Grader Trainee</td>
<td>Grader</td>
</tr>
<tr>
<td>Marker Trainee</td>
<td>Pattern Maker</td>
</tr>
</tbody>
</table>

## Textile Industry-Administration Sales

<table>
<thead>
<tr>
<th>Advanced Level</th>
<th>Additional Careers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Administration</td>
<td>Research and Development</td>
</tr>
<tr>
<td>Sales Person</td>
<td>Environment</td>
</tr>
<tr>
<td>Sales Manager</td>
<td>International Business Instructor</td>
</tr>
</tbody>
</table>

## Textiles Industry-Technical Production

<table>
<thead>
<tr>
<th>Entry Level</th>
<th>Advanced Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computer Aided Designer</td>
<td>Fixer Mechanic</td>
</tr>
<tr>
<td>Assistant Converter/Converting Clerk</td>
<td>Head Mechanic</td>
</tr>
<tr>
<td>Fabric Technician</td>
<td>Instructor</td>
</tr>
<tr>
<td>Knit Grapher</td>
<td>Shift Supervisor</td>
</tr>
<tr>
<td>Quality Control Trainee</td>
<td>Purchasing Agent</td>
</tr>
<tr>
<td>Fabric Librarian</td>
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<tr>
<td>Product Development Assistant</td>
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</table>

## Textile Industry Design

<table>
<thead>
<tr>
<th>Entry Level</th>
<th>Advanced Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Textile Artist</td>
<td>Design Repeat Artist</td>
</tr>
<tr>
<td>Colorist</td>
<td>Print Designer</td>
</tr>
<tr>
<td>Assistant to Stylist</td>
<td>Print Stylist</td>
</tr>
<tr>
<td>Embroidery Designer</td>
<td>Screen Print Designer</td>
</tr>
<tr>
<td>Handweaver</td>
<td>Fashion Director</td>
</tr>
<tr>
<td>Silk Screen Artist</td>
<td>Weaver Assistant</td>
</tr>
<tr>
<td>Textile Stylist</td>
<td>Weaving Designer</td>
</tr>
<tr>
<td>Decorative Fabrics &amp; Weavable Arts Designer</td>
<td></td>
</tr>
<tr>
<td>Weaving Stylist</td>
<td></td>
</tr>
<tr>
<td>Freelance Designer</td>
<td></td>
</tr>
<tr>
<td>Studio Head</td>
<td></td>
</tr>
<tr>
<td>Asst. Knit Designer</td>
<td></td>
</tr>
<tr>
<td>Knit Designer</td>
<td></td>
</tr>
<tr>
<td>Knit Stylist</td>
<td></td>
</tr>
<tr>
<td>Strike Off Artist</td>
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</tbody>
</table>
CAREERS IN FASHION MERCHANDISING

Retail Industry-Sales

**Entry Level**
- Sales Associate
- Cashier
- Receiving Clerk/Stock
- Assistant Manager
- Manager
  - Store Manager
  - Executive Trainee
  - Group Manager
  - Assistant Store Manager
  - Area Sales Manager
- Entry Level Sales Rep.

**Advanced Level**
- Senior Sales Representative
- District Sales Manager
- Regional Sales Manager
- Assistant Branch Store Manager
- Branch Store General Manager

Retail Industry-Buying

- Assistant Buyer (Assistant Department Manager)
- Buyer
- Piece Goods Buyer
- Senior Buyer

Retail Industry-Merchandising

**Entry Level**
- Assistant Merchandise Manager
- Merchandiser
- Visual Merchandiser

**Advanced Level**
- Merchandise Planner Distributor
- General Merchandise Manager
- Display Director
- Divisional Merchandise Manager
- Vice-President of Merchandising

Retail Industry - Auxiliary Positions

**Publicity**
- Event Coordinator
- Fashion Show Coordinator
- Advertising Director

**Other**
- Costumer
- Fashion Coordinator
- Mystery Shopper
- Personal Shopper
- Photo Fashion Stylist
- Quality Controller
- Stylist
- Fashion Director
# CAREERS IN FASHION STYLIST

## Media & Entertainment

### Entry Level
- Personal Wardrobe Consultant/Stylist
- Photo Shoot Styling
- Commercial & Editorial Styling
- Special Event Stylist
- Hair/Makeup Staff
- Costuming Assistant

### Advanced Level
- Lead Photo Shoot Stylist
- Head Editor Styling
- Director, Special Events
- Hair/Makeup Designer
- Costumer

## Retail

### Entry Level
- Personal Shopper
- Mystery Shopper
- Visual Merchandiser

### Advanced Level
- Head Department Stylist
- Director, Visual Merchandising

## Auxiliary Positions

### Entry Level
- Assistant Event Coordinator
- Assistant Fashion Show Coordinator
- Advertising Staff
- Assistant, Creative
- Assistant, Model Coordinator
- Assistant Publicist
- Fashion Writer/Journalist
- Prop and Set Décor Assistant
- Prop and Set Builder

### Advanced Level
- Director, Event Coordinator
- Fashion Show Director
- Director, Advertising
- Director, Creative
- Director, Modeling Agency
- Director, Publicity
- Prop and Set Décor Designer
# University Core Curriculum Requirements
for Fashion Design, Merchandising, & Stylist

## SECTION I: FOUNDATION SKILLS

**University College (3 Credit Hours)**  
UCOL 101 – Foundations of Inquiry

**Mathematics* (4 Credit Hours)**  
Any UCC acceptable math course

**Composition* (6 Credit Hours)**  
ENG 120 H – Honors Advanced Freshman Composition  
-or-  
ENGL 101 – English Comp. I  
AND  
ENG 102 – English Comp. II  
*(ESL students may take LING 101 & 102 in place of ENGL 101 & 102)*

**Speech Communication (3 Credit Hours)**  
SPCM 101 – Intro to Oral Communication

* Students are required to complete these categories with the grade of "C" or better.

**Fine Arts (3 Credit Hours)**

- AD 100A – Foundation Studio A  
- AD 100B – Foundation Studio B  
- AD 101 – Intro to Visual Culture  
- CP 101∞ – Film History Analysis  
- ENGL 119 – Introduction to Creative Writing  
- ENGL 206A – Literature Among the Arts: The Visual  
- HED 101 – Foundations of Human Health  
- HND 101 – Personal Nutrition  
- HND 102 – Personal Nutrition

- FL 200A – Masterpieces of the World: France  
- FL 200B – Masterpieces of the World: Germany, Switzerland, Austria  
- FL 200C – Masterpieces of the World: Spain  
- HIST 201 – Art, Music, and Ideas of the Western World  
- MUS 103∞ – Music Understanding  
- THEA 101∞ – Theatre Insight

∞ Students in the Stylist Specialization must choose one of these courses

## SECTION II: DISCIPLINARY STUDIES

**Human Health (2 Credit Hours)**

- BIOL 202 – Human Genetics and Human Health  
- HED 101 – Foundations of Human Health  
- HND 101 – Personal Nutrition  
- KIN 101 – Current Concepts of Physical Fitness  
- PHSL 201 – Human Physiology (3 credit hours)  
- REHB 205 – Disability and Chronic Disorders

**Humanities* (6 Credit Hours)**

- AD 207A – Introduction to Art History I  
- AD 207B – Introduction to Art History II  
- AD 207C – Introduction to Art History III

* Due to program requirements, students must choose two of the course from this list
### Science (6 Credit Hours)

<table>
<thead>
<tr>
<th>Science Group I</th>
<th>Science Group II</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHEM 106 – Chemistry &amp; Society</td>
<td>PLB 115 – General Biology</td>
</tr>
<tr>
<td>GEOG 104 – Weather, Climate and Society</td>
<td>PLB 117 – Plants and Society</td>
</tr>
<tr>
<td>GEOG 111 – Geology and the Environment (lecture)</td>
<td>ZOOL 115 – General Biology</td>
</tr>
<tr>
<td>GEOG 112 – Geology and the Environment (lab)</td>
<td>ANTH 240A – Human Biology</td>
</tr>
<tr>
<td>PHYS 101 – Physics that Changed the World</td>
<td></td>
</tr>
<tr>
<td>PHYS 103 - Astronomy</td>
<td></td>
</tr>
</tbody>
</table>

### Social Science (6 Credit Hours)

- ANTH 104 – The Human Experience
- ECON 101 – Econ. of Contemp. Social Issues
- GEOG 100 – Environmental Conservation
- GEOG 103 – World Geography
- HIST 110 – Twentieth Century America

× The courses chosen must come from different disciplines.
∞ Students in the Merchandising Specialization must take this course

### Multicultural (3 Credit Hours)

- AD 227  History of African-American American Art
- AD 267  Native, African and European Americans in American Art
- AFR 215  Black American Experience in a Pluralistic Society
- AFR 227  History of African-American American Art
- ANTH 202  America's Diverse Cultures
- ANTH 204  Anthropology of Latino Cultures
- CCJ 203  Crime, Justice, and Social Diversity
- ENGL 205  American Mosaic in Literature
- ENGL 212  Introduction to American Studies
- HIST 202  America's Religious Diversity
- HIST 210  American Heritages
- HIST 212  Introduction to American Studies
- KIN 210  Diversity in American Sport
- LING 201  Language Diversity in the USA
- MCMA 204  Alternative Media in a Diverse Society
- MUS 203  Diversity and Popular Music in American Culture
- PHIL 210  The American Mind
- PHIL 211  Philosophy and Diversity: Gender, Race, and Class
- POLS 215  Politics of Diversity in the United States
- PSYC 223  Diversity in the Workplace
- PSYC 233  Psychology of Gender in a Diverse Context
- SOC 215  Race and Ethnic Relations in the United States
- SOC 223  Women and Men in Contemporary Society
- SPCM 201  Performing Culture
- WMST 200  Women in French and Francophone Literature
- WMST 201  Multicultural Perspectives on Women
- WMST223 Women and Men in Contemporary Society
# FASHION DESIGN SPECIALIZATION

**STUDENT PROGRESS CHART**

**Name:**

**ID No:**

**Catalog Yr:**

**Graduation Requirements:**
- Minimum 2.00 GPA
- Total of 90 credits or last 30 credits
- 42 credits in 300-400 level courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Semester</th>
<th>Grade</th>
<th>Prerequisites &amp; Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Semester</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Careers in Fashion</td>
<td>FDM 101</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Basic Principles of Clothing Design</td>
<td>FDM 102</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Fashion Production I</td>
<td>FDM 111</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Intro to Drawing I</td>
<td>AD 110</td>
<td>3</td>
<td></td>
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<tr>
<td>*Foundations of Inquiry</td>
<td>UCOL 101</td>
<td>3</td>
<td></td>
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</tbody>
</table>

| Second Semester         |          |       |                        |
| Fashion Production II   | FDM 112  | 3     | FDM 111                |
| Fashion Illustration    | FDM 121  | 3     | AD 110                 |
| Visual Comm in FDM      | FDM 172  | 3     | FDM 101, 102           |
| *English Comp I         | ENG 101  | 3     |                        |
| *Math Core              | MATH 101 | 3     |                        |

| Third Semester          |          |       |                        |
| Fashion Production III  | FDM 211  | 3     | FDM 112                |
| Textiles I              | FDM 241  | 3     |                        |
| Flat Patternmaking & Draft | FDM 251 | 3     | FDM 112                |
| *English Comp II        | ENG 102  | 3     |                        |
| *Social Science         | Select   | 3     |                        |

| Fourth Semester         |          |       |                        |
| Textiles II             | FDM 242  | 3     | FDM 241                |
| Draping                 | FDM 252  | 3     | FDM 112, 121, 251      |
| Computer Aided App. Des.| FDM 272  | 3     | FDM 251                |
| *Human Health           | Select   | 2     |                        |
| *Science I              | Select   | 3     |                        |

| Fifth Semester          |          |       |                        |
| Fashion Promotional Strat. I | FDM 281 | 3     | FDM 101, 102           |
| Advanced Patternmaking  | FDM 351  | 3     | FDM 121, 211, 251, 252, 272 |
| + FDM History Elective  | FDM 431, 432, 433 | 3     |                        |
| *Speech Comm.           | SPCM 101 | 3     |                        |
| *Social Science         | Select   | 3     |                        |

| Sixth Semester          |          |       |                        |
| Fashion Product Analysis| FDM 441  | 3     | FDM 101, 241           |
| AD Selections           | Select   | 3     |                        |
| + *Humanities           | AD 207 A, B, or C. | 3     |                        |
| *Science II             | Select   | 3     |                        |
| *Multicultural Core     | Select   | 3     |                        |

| Seventh Semester        |          |       |                        |
| Fashion Forecast & Trend Analysis | FDM 231 | 3     | FDM 101, 102           |
| Experimental Design     | FDM 352  | 3     | FDM 121, 211, 251, 252 |
| + FDM History Elective  | FDM 431, 432, 433 | 3     |                        |
| Senior Fashion Design Studio I | FDM 451 | 3     | FDM 121, 211, 251, 252 |
| *Fine Arts              | Select   | 3     |                        |

| Eighth Semester         |          |       |                        |
| Apparel & Textile Economics | FDM 442 | 3     | FDM 242, 281           |
| Senior Fashion Design Studio II | FDM 452 | 3     | FDM 121, 211, 251, 451 |
| Fashion Motivation      | FDM 462  | 3     | FDM 102                |
| + *Humanities           | AD 207 A, B, or C. | 3     |                        |
| =Professional Elective  | Select from back | 3     |                        |

*You must take no less than four art history and/or fashion history classes combined.*

*UCC Course

= Minimum of 2 Professional Electives
List of Possible Subs and Professional Electives:  

**FASHION DESIGN**

**AD (Art & Design)**
- AD 101 – Intro to Drawing I
- AD 120 – Intro to Drawing II ("C" or better in AD 110)
- AD 122 – Communication Drawing
- AD 200 – Intro to Drawing III ("C" or better in AD 120)
- AD 202 – Intro to Printmaking ("C" or better in AD 100a, b, 110, 120)
- AD 205 – Beginning Jewelry and Metalsmithing (100a & b)
- AD 207a,b or c – Art History I, II, III
- AD 219 – Beginning Digital Art & Design
- AD 227 – History of African-American Art
- AD 237 – Meaning in the Visual Arts
- AD 302a, b, c, d – Beginning Etching, Lithography, Silkscreen, Woodcutting
- AD 307i – Women in Visual Arts
- AD 317i – Contemporary Native-American Art
- AD 332 – Computer Graphics ("C" or better in AD 219)

**THEA (Theatre)**
- THEA 205 (2 hours) – Stage Makeup
- THEA 412 (2 hours) – Patterning and Draping for the Theatre (consent of instructor)
- THEA 414 – Costume Design
- THEA 415a, b (2 to 4 hours) – Costume Crafts I and II (consent of instructor)

**CP (Cinema & Photography)**
- CP 101 – Film History and Analysis
- CP 210 – History of Still Photography
- CP 349 – The Cinema (Repeatable as topics change)

**FDM**

*Any FDM class not required for this specialization and for which all prerequisites have been met.*
# FASHION MERCHANDISING SPECIALIZATION
## STUDENT PROGRESS CHART

<table>
<thead>
<tr>
<th>Graduation Requirements:</th>
<th>Minimum 2.00 GPA</th>
<th>Total of 90 credits or last 30 credits</th>
<th>42 credits in 300-400 level courses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cr.</td>
<td>Semester</td>
<td>Grade</td>
<td>Prerequisites &amp; Notes</td>
</tr>
</tbody>
</table>

### First Semester
- **Careers in Fashion**
  - FDM 101
  - 3
- **Basic Principals of Clothing**
  - FDM 102
  - 3
- **English Comp. 1**
  - ENGL 101
  - 3
- **Mathematics**
  - MATH 101
  - 3
- **Foundations of Inquiry**
  - UCOL 101
  - 3

| Total | 15 |

### Second Semester
- **Visual Communication in FDM**
  - FDM 172
  - 3
- **English Comp. II**
  - ENGL 102
  - 3
- **Speech Comm.**
  - SPCM 101
  - 3
- **Humanities**
  - AD 207 A, B, or C
  - 3
- **Social Science**
  - PSYC 102
  - 3

| Total | 15 |

### Third Semester
- **Fashion Forecasting & Trend Analysis**
  - FDM 231
  - 3
- **Textiles I**
  - FDM 241
  - 3
- **Fashion Promotional Strat. I**
  - FDM 281
  - 3
- **Accounting I – Financial**
  - ACCT 220
  - 3
- **Social Science**
  - Select
  - 3

| Total | 14 |

### Fourth Semester
- **Textiles II**
  - FDM 242
  - 3
- **Fashion Event Planning**
  - FDM 282
  - 3
- **Science I**
  - Select
  - 3
- **Humanities**
  - AD 207 A, B, or C
  - 3
- **Multicultural Core**
  - Select
  - 3

| Total | 15 |

### Fifth Semester
- **Fashion Merchandising Math**
  - FDM 381
  - 3
- **FDM History Elective**
  - FDM 431, 432, or 433
  - 3
- **Marketing Management**
  - MKTG 304
  - 3
- **Organizational Psychology**
  - PSYC 323
  - 3
- **Science II**
  - Select
  - 3

| Total | 15 |

### Sixth Semester
- **Field Study (or app. Sub)**
  - FDM 392
  - 3
- **Fashion Product Analysis**
  - FDM 441
  - 3
- **Fashion Merchandising**
  - FDM 482
  - 3
- **Consumer Behavior**
  - MKTG 305
  - 3
- **Intro to Management**
  - MGMT 304
  - 3

| Total | 15 |

### Seventh Semester
- **Personnel Issues in Fashion Retail**
  - FDM 491
  - 3
- **Promotional Concepts**
  - MKTG 363
  - 3
- **Marketing Elective**
  - MKTG
  - 3
- **Fine Arts**
  - Select
  - 3
- **Human Health**
  - Select
  - 2

| Total | 14 |

### Eighth Semester
- **Apparel & Textile Economic**
  - FDM 442
  - 3
- **Fashion Motivation**
  - FDM 462
  - 3
- **Field Experience**
  - FDM 492
  - 3
- **Retail Management**
  - MKTG 401
  - 3
- **Professional Elective**
  - Select from back
  - 4

| Total | 16 |

---

* You must take no less than three art history and/or fashion history classes combined.

^ Marketing Minor requirement

= Minimum of 1 Professional Elective Required
List of Possible Subs and Professional Electives:  

FASHION MERCHADISING

JRNL (Journalism)

JRNL 301 – Principals of Advertising
JRNL 335 – Graphic Communications

MGMT (Management)

MGMT 202 – Business Communications  *(English 101 & 102)*
MGMT 208 – Business Data Analysis  *(Math 139)*
MGMT 350 – Small Business Management
MGMT 474 – Management’s Responsibility in Society  *(senior)*

ECON (Economics)

ECON 240 – Intro to Microeconomics
ECON 241 – Intro to Macroeconomics
ECON 302i – History and Philosophy of the World’s Economic System

FIN (Finance)

FIN 280 – Business Law I

MKTG (Marketing)

MKTG 305 – Consumer Behavior
MKTG 329 – Marketing Channels  *(MKTG 304 with “C” or higher)*
MKTG 336 – International Business  *(MKTG 304 with “C” or higher)*
MKTG 350 – Small Business Marketing
MKTG 380 – Professional Sales  *(MKTG 304 with “C” or higher)*
MKTG 435 – International Marketing  *(MKTG 304 with “C” or higher)*
MKTG 438 – Sales Management  *(MKTG 304 & MGMT 304 with “C” or higher in each)*
MKTG 439 – Business to Business Marketing  *(MKTG 304 & MGMT 329 with “C” or higher in each)*
MKTG 452 – Physical Distribution Management  *(MKTG 304 with “C” or higher in each)*

FDM

Any FDM class not required for this specialization and for which all prerequisites have been met.

**In order to take more than two 300-400 level Business Prefix course, please see a Business Advisor to declare the Minor.**

Phone: (618) 536-4431
# FASHION STYLIST SPECIALIZATION 4-YEAR PLAN
## STUDENT PROGRESS CHART

<table>
<thead>
<tr>
<th>Catalog Year</th>
<th>Graduation Requirements:</th>
<th>Minimum 2.00 GPA</th>
<th>Total of 90 credits or last 30 credits</th>
<th>42 credits in 300-400 level courses</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Name:</td>
<td>ID No:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### First Semester
- **Careers in Fashion**  
  - Course: FDM 101  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: ___  
- **Basic Princ. of Clothing Design**  
  - Course: FDM 102  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: ___  
- **English Comp. I**  
  - Course: ENGL 101  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: ___  
- **Intro to Drawing I**  
  - Course: AD 110  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: ___  
- **Foundations of Inquiry**  
  - Course: UCOL 101  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 15

### Second Semester
- **Fashion Illustration**  
  - Course: FDM 121  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: AD 110  
- **Visual Comm. In FDM**  
  - Course: SPCM 172  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 101, 102  
- **Speech Comm.**  
  - Course: SPCM 101  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Math Core**  
  - Course: UCC Math  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **English Comp. II**  
  - Course: ENGL 102  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 15

### Third Semester
- **Textiles I**  
  - Course: FDM 241  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: ___  
- **Fashion Promotional Strategies I**  
  - Course: FDM 281  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 101, 102  
- **Professional Elective**  
  - Course: Select from back  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select from back  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Social Science**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 15

### Fourth Semester
- **Client-Based Wardrobe**  
  - Course: FDM 232  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 101, 102, 172  
- **Textiles II**  
  - Course: FDM 242  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 241  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Human Health**  
  - Course: Select  
  - Credits: 2  
  - Grade: ___  
  - Notes: ___  
- **Science I**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 14

### Fifth Semester
- **FDM History Elective**  
  - Course: FDM 431, 432, 433  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Fine Arts**  
  - Course: Select from back  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Humanities**  
  - Course: AD 207 a, b, or c.  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Science II**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 15

### Sixth Semester
- **Fashion Product Analysis**  
  - Course: FDM 441  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 101, 241  
- **Fashion Motivation**  
  - Course: FDM 462  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 102  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 15

### Seventh Semester
- **Fashion Forecasting & Trend Analysis**  
  - Course: FDM 231  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 101, 102  
- **FDM History Elective**  
  - Course: FDM 431, 432, 433  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Humanities**  
  - Course: AD 207 a, b or c.  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Social Science**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 15

### Eighth Semester
- **Fashion Event Planning**  
  - Course: FDM 282  
  - Credits: 3  
  - Grade: ___  
  - Prerequisites: FDM 281  
- **Apparel/Textile Economics**  
  - Course: FDM 442  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Multicultural Core**  
  - Course: Select from Back  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select  
  - Credits: 3  
  - Grade: ___  
  - Notes: ___  
- **Professional Elective**  
  - Course: Select  
  - Credits: 4  
  - Grade: ___  
  - Notes: ___  
  - Total Credits: 16

*You must take no less than four art and fashion history classes combined.*  
* UCC Course
University Core Curriculum Requirements & Professional Electives
Fashion Stylist Specialization - 4-Year Option

Professional Electives may be selected from the following FDM COURSES:

<table>
<thead>
<tr>
<th>Course Number and Title</th>
<th>Prerequisite</th>
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</thead>
<tbody>
<tr>
<td>FDM 111 – Fashion Production I</td>
<td>none</td>
</tr>
<tr>
<td>FDM 112 – Fashion Production II</td>
<td>FDM 111</td>
</tr>
<tr>
<td>FDM 211 – Fashion Production III</td>
<td>FDM 112</td>
</tr>
<tr>
<td>FDM 251 – Flat Patternmaking &amp; Drafting</td>
<td>FDM 112</td>
</tr>
<tr>
<td>FDM 252 – Draping</td>
<td>FDM 112, FDM 121, FDM 251</td>
</tr>
<tr>
<td>FDM 272 – Computer Aided Apparel Design</td>
<td>FDM 251</td>
</tr>
<tr>
<td>FDM 282 – Fashion Promotional Strategies</td>
<td>FDM 281</td>
</tr>
<tr>
<td>FDM 351 – Advance Patternmaking</td>
<td>FDM 121, FDM 211, FDM 251, FDM 272</td>
</tr>
<tr>
<td>FDM 352 – Experimental Custom Apparel Design</td>
<td>FDM 121, FDM 211, FDM 251, FDM 252</td>
</tr>
<tr>
<td>FDM 392 – Field Study</td>
<td>9 hours in FDM, junior standing</td>
</tr>
<tr>
<td>FDM 398 – Special Problems</td>
<td>Consent of Instructor</td>
</tr>
<tr>
<td>FDM 490 – Readings</td>
<td>Consent of Instructor</td>
</tr>
<tr>
<td>FDM 491 – Personnel Issues in Fashion Retailing</td>
<td>FDM 101, junior standing</td>
</tr>
<tr>
<td>FDM 492 – Field Experience</td>
<td>junior standing</td>
</tr>
<tr>
<td>FDM 494 – Workshop</td>
<td>Consent of Instructor</td>
</tr>
<tr>
<td>FDM 496 – Professional Internship</td>
<td>Consent of Instructor</td>
</tr>
<tr>
<td>FDM 498 – Special Problems</td>
<td>Consent of Instructor</td>
</tr>
</tbody>
</table>

Professional Electives may be selected from the following courses OUTSIDE the FDM major:

<table>
<thead>
<tr>
<th>Course Number and Title</th>
<th>Prerequisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 201 – Introduction to Drama</td>
<td>ENGL 101 &amp; 102 or 120</td>
</tr>
<tr>
<td>ENGL 307i – Film as Literary Art</td>
<td>none</td>
</tr>
<tr>
<td>RT 200 – Understanding Media</td>
<td>none</td>
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<tr>
<td>RT 469 – Video for Non-majors</td>
<td>Consent of Instructor</td>
</tr>
<tr>
<td>CP 349 – The Cinema</td>
<td>none</td>
</tr>
<tr>
<td>JRNL 313 – Basic Photojournalism</td>
<td>none</td>
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<tr>
<td>JRNL 360 – Magazine Management and Production</td>
<td>none</td>
</tr>
<tr>
<td>MUS 303i – Women, Blues &amp; Literature</td>
<td>none</td>
</tr>
<tr>
<td>RT 362i – Sound Art and Practice</td>
<td>none</td>
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<tr>
<td>SOC 306i – Popular Culture in Society</td>
<td>none</td>
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<tr>
<td>SPCM 262 – Interpersonal Comm.</td>
<td>SPCM 101</td>
</tr>
<tr>
<td>SPCM 280 – Business &amp; Prof. Comm.</td>
<td>SPCM 281/ instructor consent</td>
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<tr>
<td>SPCM 281 – Intro. to Public Relations</td>
<td>SPCM 101</td>
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<tr>
<td>SPCM 361 – Nonverbal Communication</td>
<td>none</td>
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<tr>
<td>SPCM 381 – Public Relations in Practice</td>
<td>SPCM 262/ instructor consent</td>
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<tr>
<td>THEA 205 – Stage Make-up</td>
<td>Department consent</td>
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<tr>
<td>THEA 311a – A Play Analysis</td>
<td>THEA 101 or 220 or one course in dramatic literature</td>
</tr>
</tbody>
</table>