

Department of Visual & Performing Arts



GRACE COLLEGE & GRACE THEOLOGICAL
SEMINARY CATALOG 2024-2025

Department of Visual and Performing Arts

Faculty

Full-time Faculty:

Kim M. Reiff, Ph.D., M.F.A., M.B.A., Dean and Department Chair
Walter J. Brath, D.W.S., Worship Arts Program Director
Aaron C. Winey, M.F.A., Visual Arts Program Director
Michael L. Yocum, M.A., Theatre Program Director

Part-time Faculty:

Cynthia M. Bryan, M.A.
Nicole Croy, M.A.
Steve Divine, M.M.M.T.
Ben Essick, M.A.
Ardis R. Faber, D.A.
Bethany G. Muck, M.A.
Steve Wise, B.M.
Scott Workman, M.M.

Purpose

The department's purpose is to prepare students in knowledge and skills for advanced achievement of their combined capabilities in the select areas of visual and performing arts. These include studio, technology, theory, analysis, history, and performance, composition/improvisation, and repertory.

Goal

In preparation for professional careers in the visual and performing arts our goal is to provide students with studies, practice, and experiences from a Christ-centered perspective that will serve to guide in the development of their ability to: 1) demonstrate excellence in creative work, 2) achieve competency in the use of tools and technology in their areas of specialty, and 3) articulate analytical perceptions in theoretical, cultural and stylistic contexts.

Faith Integration

We look to scripture to understand the source of our creativity. In Genesis 1:1, we read, *In the beginning, God created the heaven and the earth.* Foundational art methods of concept, process, product, and critique are revealed in Genesis 1:2-4. When the earth was in darkness, God conceptualized light. Next came His process and product. He spoke the words, *Let there be light*, and there was light. He then evaluated what He had made and proclaimed that it was *good*.³

Because creativity is an act of worship, our work is infused with our faith. As artists, we envision the great Creator. Being made in His image, we strive to achieve His example of excellence so that we, too, can evaluate our creative work as *good*.

The Visual and Performing Arts Department is dedicated to assisting students in the synthesis of defining their calling as artists, Christians, and professionals that will enable them to communicate with expertise in a visually oriented world.

Program Learning Outcomes

1. Students will demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.^{2,3} 100% participation required. **Assessment:** A senior project or final presentation in the major area is required. (Addresses *Character*)
2. Students will demonstrate competency by developing a body of work for evaluation in the major area of study.² 100% participation required. **Assessment:** Students in visual arts program will exhibit a senior body of work in the public setting; students in the worship arts program will perform a final public recital. (Addresses *Competence*)
3. Students will demonstrate the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.² 100% participation required. **Assessment:** A scholarly product or final presentation relevant to field experience in the major area is required. (Addresses *Service*)
4. Within the Worship arts program, students will demonstrate the ability to form and defend value judgments about music, and to communicate musical ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.³ **Assessment:** A scholarly product or final presentation relevant to field experience in the major area is required. (Addresses *Service*)

References:

¹See The Holy Bible, King James Version (2010). Genesis, (p 1). Grand Rapids, MI: Zondervan.

² See NASAD (National Assoc. of Schools of Art and Design) Handbook (2019-20), pp 100. (VIII.B., C.)

³ See NASM (National Assoc. of Schools of Music) Handbook (2019-20), pp 103. (VIII.C.,1., 2)

MAJORS

VISUAL ARTS PROGRAM

Art and Visual Culture
Eco-Art (Ecological Art)
Photography
Visual Communication Design

PERFORMING ARTS PROGRAM

Worship Arts
Music Production

Students are required to select one major and one minor for their course of study. Students who have received permission to double major (one major inside the field of visual and performing arts and one major outside the field of visual and performing arts) are not required to fulfill a minor. Elective courses must be unique to each major and/or minor.

A Bachelor of Arts degree candidate completes the required 6 credit hours of a foreign or biblical language, while the requirements for a Bachelor of Science degree include 3 credit hours of math and 3 credit hours of a science or social science.

Students who select a visual arts major in the department of Visual and Performing Arts will be required to complete a Portfolio Review after 18 credit hours in the major area of study. Visual

arts majors include Art and Visual Culture, Eco-Art, Photography, and Visual Communication Design. Please see the Visual Arts Handbook for details.

The type of work that constitutes a visual arts portfolio includes but is not limited to, concept and ideation sketches, observational drawing, design composition, photography, illustrative rendering, painting, three-dimensional form, as well as art historical research, and artist defense papers.

ART AND VISUAL CULTURE MAJOR

The requirement for this major is 48 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The art and visual culture major focuses on the breadth of studio art informed by art historical and contemporary cultural perspectives. The major is designed to develop the student's visual sensitivity and technical skills through theoretical research and creative practice. Exploring art and artifacts from Western and Non-Western artistic traditions, the student will make workable connections between concept and medium derived from new understandings of cultural artforms from geographic locations across the world.

Studio Art Requirements (15 hours):

- ART 1200 Drawing I
- ART 2110 Art and Design Fundamentals
- ART 2400 Painting I
- VCD 2120 Three-Dimensional Design
- VCD 2310 Visual Communication Design I

Art Historical and Visual Culture Requirements (9 hours):

- ART 3510 Art History – A Global Context
- ART 3520 Contemporary Visual Culture
- ART 4210 Selected Topics in Art History

Senior Portfolio Requirements (9 hours):

- ART 4230 Art Integrations
- VCD 3840 Selected Topics Art/Design
- VCD 4420 Senior Art/Design Portfolio

Experiential Learning – choose from the following (3 hours):

- ART 4730 Art Internship
- ART 2030 Applied Field Research in Art

Electives – choose from the following (12 hours):

- ART 2200 Ceramics I
- ART 2720 Drawing II – Observational Rendering
- ART 3180 Painting II (acrylic and/or watercolor)
- ART 3450 Digital Drawing & Painting
- ART 4830 Advanced Individual Studies
- ART 4210 Selected Topics in Art History (*may repeat differing topic*)
- PHT 2600 Intro to Digital Photography
- PHT 3600 Digital Photography II – Studio Processes
- VCD 3420 Typography

Eco-Art (Ecological Art) MAJOR

The requirement for this major is 49 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The degree in “Eco-Art” (Ecological Art) is an interdisciplinary approach to the study of the visual arts and our natural ecosystems. The examination of visual art theory and practice, environmental studies and ethics, and government and social constructs, provides the framework for students to explore environmental issues on a local, regional, and global scale. Through independent studio and collaborative field-based research, students examine and respond to contemporary issues through visual form. This major explores art’s role as a critical and creative catalyst for change.

Visual Arts Foundation Requirements (9 hours):

ART 2110 Art and Design Fundamentals
ART 3520 Contemporary Visual Culture
VCD 2310 Visual Communication Design I

Concentration Required – select one option (9 hours):

Concentration 1: Visual Communication Design

VCD 3420 Typography
VCD 3510 Visual Communication Design II
VCD 3700 Visual Communication Design III

Concentration 2: Studio Arts

ART 1200 Drawing I
ART 2400 Painting I
VCD 2120 Three-Dimensional Design

Concentration 3: Photographic Arts

PHT 2600 Intro to Digital Photography
PHT 3600 Digital Photography II – Studio Processes
PHT 3800 Digital Photography III – Alternative Processes

Senior Portfolio Requirements (6 hours):

ART 4230 Art Integrations
VCD 4420 Senior Art/Design Portfolio

Environmental Studies Requirements (10 hours):

ENV 2110 General Ecology
ENV 2120 General Ecology Lab
ENV 3210 Aquatic Ecology
ENV 3220 Aquatic Ecology
ENV 3410 Environmental Ethics

Political and Social Science Requirements (9 hours):

POS 2200 Intro to American Government
POS 3010 State and Local Government
SOC 2140 Social Problems

Experiential Learning – choose from the following (3 hours):

VCD/ART/PHT 4730 Visual Com Design/Art/Photography Internship
ENV 4810-30 Field Education
ART 2030 Applied Field Research in Art
PHT 2030 Applied Field Research in Photography
VCD 2030 Applied Field Research in Visual Communication Design

Electives – choose from the following (3 hours)

ART 2720 Drawing II – Observational Rendering
ART 3450 Digital Drawing/ Painting
PHT 4300 Advanced Photography
VCD 4480 Advanced Visual Communication Design
or any ART, VCD, BIO, ENV, GEO, POS

NOTE: Course descriptions for ENV can be found in the Department of Science and Mathematics course listings. Course descriptions for GEO and POS can be found in the Department of Humanities course listings. Course descriptions for SOC can be found in the Department of Behavioral Science course listings.

PHOTOGRAPHY MAJOR

The requirement for this major is 48 credit hours for either a Bachelor of Arts or a Bachelor of Science degree. The photography major will provide students a foundation for understanding photographic techniques and processes used within the industry and its relationship to visual disciplines and influence on culture. The purpose of the photography major is to develop proficient individualized conceptual and technical skills to produce imagery that will visually communicate in a variety of marketplaces.

Photography Requirements (24 hours):

ART 2110 Art and Design Fundamentals
PHT 2600 Intro to Digital Photography
PHT 3600 Digital Photography II – Studio Lighting
PHT 3800 Photography III – Alternative Processes
VCD 2310 Visual Communication Design I
VCD 2550 Fundamentals of Video Production
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative

Art Historical/Visual Culture Requirements - choose from the following (6 hours):

(remaining course may be used as elective)
ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History

Senior Portfolio Requirements (9 hours):

PHT 4300 Advanced Photography
VCD 3840 Selected Topics in Art/Design
VCD 4420 Senior Art/Design Portfolio

Experiential Learning – choose from the following (3 hours):

PHT 4730 Photography Internship
PHT 2030 Applied Field Research in Photography

Electives – choose from the following (6 hours):

ART 1200 Drawing I
ART 2400 Painting I
ART 3180 Painting II (acrylic and/or watercolor media)
ART 3450 Digital Drawing/Painting
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
VCD 2120 Three-Dimensional Design
WMU 2700 Lighting and Live Production
May select unused course from art historical/visual culture options:
ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History (*may be repeated*)

VISUAL COMMUNICATION DESIGN MAJOR

The requirement for this major is 48 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

A degree in visual communication design will provide a strong foundation for careers within the innovative field of visual communication design. This major offers, structured concentrations for study in design or illustration. The purpose of the major is to develop skills as visual thinkers through application of concept, process, product, and critique. This major provides opportunities to focus on relationships between audience, context, and content, and to address the physical, cultural, and technological aspects in visual communication design.

The student will choose one of two concentrations: *Design* or *Illustration*. The *Design* concentration offers opportunities for study in static and dynamic formats such as print based, interactive, and environmental application. The *Illustration* concentration focuses on developing artistic abilities in visual imagery in context of an associated narrative through knowledge of illustrative rendering.

Visual Communication Design Requirements (18 hours):

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design
VCD 2310 Visual Communication Design I
VCD 3420 Typography

Art Historical/Visual Culture Requirements – choose from the following (6 hours):

(remaining course may be used as elective)
ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History

Concentration Required – select one option (12 hours):

Concentration 1: Design

VCD 3200 Multimedia Design
VCD 3510 Visual Communication Design II
VCD 3620 Typography II
VCD 3700 Visual Communication Design III

Concentration 2: Illustration

ART 2400 Painting I
ART 2720 Drawing II – Observational Rendering
ART 3180 Painting II (acrylic and/or watercolor media)
ART 3450 Digital Drawing/Painting

Senior Portfolio Requirements (9 hours):

VCD 3840 Selected Topics in Art and Design
VCD 4420 Senior Art/Design Portfolio
VCD 4480 Advanced Visual Communication Design

Experiential Learning – choose from the following (3 hours):

VCD 2030 Applied Field Research in Visual Communication Design
VCD 4730 Visual Communication Design Internship

Electives – choose from the following (3 hours) *May also select from unused courses from Art Historical/Visual Culture, or Design or Illustration concentrations:*

ART 2200 Ceramics I
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
PHT 3600 Photography II – Studio Lighting
VCD 2550 Fundamentals of Video Production
VCD 3480 Visual Narrative

WORSHIP ARTS MAJOR

The requirement for this major is 69-70 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

This major provides students opportunities to develop skills that fuse musical talents with leadership, technology, visual art and design or theatre arts for the purpose of serving in a worship environment. Through the creative arts approach, students prepare for the integration of music as a form of worship in a Christian worship environment. Students combine musicianship with theology, and live performance and production, and a creative arts emphasis area. Music proficiency focus is on keyboard, voice, percussion, and guitar. Prior placement into the program or permission of program director is required for this major.

Worship Arts Requirements (33 hours):

BBL 2011 Understanding the Old Testament I
BBL 2013 Understanding the Old Testament II
BBL 2020 Understanding the New Testament
WMU 1300 Worship Music Theory Fundamentals
WMU 2600 Worship Music Theory I
WMU 2610 Worship Planning and Administration
WMU 3100 Worship Music Theory II
WMU 3400 Worship Music Theory III
WMU 3770 History of Christian Worship
WMU 4200 Biblical Theology of Worship Arts
WMU 4620 Senior Capstone – Form and Analysis

Performance Development and Lesson Laboratory (18 hours):

WMU 2001 – Lab 1; WMU 2002 - Lab 2; WMU 3001 - Lab 3
WMU 3002 - Lab 4; WMU 4001 - Lab 5; WMU 4002 - Lab 6

Emphasis - select one option (at least 15 hours):

Option 1: Worship Leadership or Worship Music Director (15 hours)

BBL 3090 Spiritual Formation
WMU 2500 Songwriting
WMU 3510 Worship Arts Technology
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion
WMU 4730 Worship Arts Internship

Option 2: Visual Art/Design (15 hours)

ART 2110 Art and Design Fundamentals
VCD 2310 Visual Communication Design I
VCD 3420 Typography
VCD 3510 Visual Communication Design II **OR**
PHT 2600 Intro to Digital Photography
WMU 4730 Worship Arts Internship

***Option 3: Nashville Contemporary Music Center (16 hours)**

**WMU 4550 Requires Junior or Senior academic level
Select Music Track Options (see cmcnashville.com)

Option 4: Theatre Arts (15 hours)

THT 3210 Introduction to Theatre
THT 3130 Stagecraft
THT 3250 Fundamentals of Acting
THT 4250 Directing **OR** THT 4260 Religious Drama Workshop
WMU 4730 Worship Arts Internship

Electives – choose from the following (3 hours):

WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4350 Musical Improvisation
WMU 4830 Advanced Individual Study in Worship Arts

NOTE: Course descriptions for BBL can be found in the Department of Biblical Studies course listings.

*For more information on the Nashville Contemporary Music Center, please visit CCCU Global Ed.

**For more information and application deadlines, contact Grace Institute for Global Studies:
global@grace.edu.

MUSIC PRODUCTION MAJOR

The requirement for this major is 69-70 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

This major provides students with opportunities to fuse music production abilities with skills in leadership, for the purpose of serving in a worship environment, production studio, or school. Students combine abilities that prepare them to conceive, organize, and record musical performances in the studio. Functional performance abilities on keyboard, guitar, percussion or voice would be expected in addition to the primary emphasis area. Utilizing individual artistic expression as a form of worship, students prepare to employ media and technologies, including video and lighting, in the development and production of music and worship experiences.

Worship Arts Requirements (33 hours):

BBL 3090 Spiritual Formation
VCD 2550 Fundamentals of Video Production
WMU 1300 Worship Music Theory Fundamentals
WMU 2600 Worship Music Theory I
WMU 3100 Worship Music Theory II
WMU 2700 Lighting and Live Production
WMU 2800 Live Sound Production
WMU 2610 Worship Planning and Administration
WMU 3770 History of Christian Worship
WMU 4200 Biblical Theology of Worship Arts
WMU 4620 Senior Capstone – Form and Analysis

Performance Development and Lesson Laboratory (18 hours):

WMU 2001 – Lab 1; WMU 2002 - Lab 2; WMU 3001 - Lab 3
WMU 3002 - Lab 4; WMU 4001 - Lab 5; WMU 4002 - Lab 6

Emphasis - select one option (at least 15 hours):

Option 1: Music Production (15 hours)

WMU 2460 Intro to Recording
WMU 4300 Advanced Recording
WMU 2500 Songwriting
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion
WMU 4730 Worship Arts Internship

***Option 2: Nashville Contemporary Music Center (16 hours)**

**WMU 4550 Requires Junior or Senior academic level

Electives - choose from the following (3 hours):

WMU 4400 Advanced Recording II
WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4350 Musical Improvisation
WMU 4830 Advanced Individual Study in Worship Arts

NOTE: Course descriptions for BBL can be found in the Department of Biblical Studies course listings.

*For more information on the Nashville Contemporary Music Center, please visit [CCCU Global Ed.](#)

**For more information and application deadlines, contact Grace Institute for Global Studies:

global@grace.edu

MINORS

VISUAL ARTS PROGRAM

Art and Visual Culture
Eco-Art (Ecological Art)
Photography
Visual Communication Design
Film Studies

PERFORMING ARTS PROGRAM

Music Arts
Music Production
Theatre Arts
Worship Arts

ART AND VISUAL CULTURE MINOR

Intended for students pursuing any major area of study. This minor focuses on the breadth of studio art and visual culture. It provides an opportunity for students to engage in creative practice while gaining understanding of art historical and contemporary cultural perspectives. The requirement for the minor is 21 credit hours.

For students majoring outside the field of art:

Art and Visual Culture Requirements (12 hours):

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 3520 Contemporary Visual Culture
VCD 2310 Visual Communication Design I

Art History Requirement – choose from the following (3 hours):

(remaining course may be used as elective)

ART 3510 Art History - A Global Context
ART 4210 Selected Topics in Art History *(may be repeated)*

Electives – choose from the following (6 hours):

ART 2200 Ceramics I
ART 2400 Painting I
ART 2720 Drawing II – Observational Rendering
ART 3180 Painting II (acrylic and/or watercolor media)
ART 3450 Digital Drawing/Painting
ART 4230 Art Integrations
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design

For students majoring within the field of art:

Art and Visual Culture Requirements - choose from the following (18 hours):

ART 1200 Drawing I
ART 2200 Ceramics I
ART 2400 Painting I
ART 2720 Drawing II – Observational Rendering
ART 3180 Painting II (acrylic and/or watercolor media)
ART 3450 Digital Drawing/Painting
ART 4230 Art Integrations
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design

Art Historical/Visual Culture Requirements - choose one from the following (3 hours):

(remaining course may be used as elective)

ART 3510 Art History - A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History *(may be repeated)*

NOTE: ART 2110 Art and Design Fundamentals and VCD 2310 Visual Communication Design I courses are required courses on all visual arts department major checksheets. If any courses above have been used to meet a requirement for your major in the department, please make another selection.

ECO-ART (ECOLOGICAL ART) MINOR

Intended for students pursuing any major area of study. The requirement for the minor is 21 credit hours.

For students majoring outside the field of art:

Eco-Art Requirements (18 hours):

- ART 2110 Art and Design Fundamentals
- ART 3520 Contemporary Visual Culture
- ENV 2110 General Ecology
- ENV 2120 General Ecology Lab
- ENV 3410 Environmental Ethics
- POS 2200 Intro to American Government
- VCD 2310 Visual Communication Design I

Elective – choose from the following (3-4 hours):

- ART 1200 Drawing I
- ART 2720 Drawing II – Observational Rendering
- ART 2400 Painting I
- ART 4230 Art Integrations
- ENV 3210 Aquatic Ecology
- ENV 3220 Aquatic Ecology Lab
- PHT 2600 Intro to Digital Photography
- POS 3010 State and Local Government
- SOC 2140 Social Problems
- VCD 2120 Three-Dimensional Design
- VCD 3420 Typography
- VCD 3510 Visual Communication Design II

For students majoring within the field of art:

Eco-Art Requirements (12 hours):

- ART 3520 Contemporary Visual Culture
- ENV 2110 General Ecology
- ENV 2120 General Ecology Lab
- ENV 3410 Environmental Ethics
- POS 2200 Intro to American Government

Electives - choose from the following (9-10 hours):

- ART 1200 Drawing I
- ART 2720 Drawing II – Observational Rendering
- ART 2400 Painting I
- ART 4230 Art Integrations
- ENV 3210 Aquatic Ecology
- ENV 3220 Aquatic Ecology Lab
- PHT 2600 Intro to Digital Photography
- POS 3010 State and Local Government
- SOC 2140 Social Problems
- VCD 2120 Three-Dimensional Design
- VCD 3420 Typography
- VCD 3510 Visual Communication Design II

NOTE: ART 2110 Art and Design Fundamentals and VCD 2310 Visual Communication Design, are required on all visual arts department major check sheets. If any courses above have been used to meet a requirement for your major in the department, please make another selection. Course descriptions for ENV can be found in the Department of Science and Mathematics course listings. Course descriptions for POS can be found in the Department of Humanities course listings. Course descriptions for SOC can be found in the Department of Behavioral Science course listings.

FILM STUDIES MINOR

This minor is intended for students pursuing any major area of study. The requirement for the film studies minor is 22 credit hours.

Los Angeles Film Studies Center Requirements (16 hours):

CIN 0010 Los Angeles Film Studies Center

Film Studies Requirements – Grace campus (6 hours):

CIN 3290 Intro to Film, Faith, and Contemporary Culture

VCD 2550 Fundamentals of Video Production

*The Film Studies minor is offered in collaboration with the Council of Christian Colleges and Universities (CCCU) GlobalEd program and Olivet Nazarene University. Sixteen credit hours of the minor are taken on location in Los Angeles, California. Six credit hours are taken at Grace College, Winona Lake campus.

Notes about this minor: To be eligible for LAFSC, students must be at the Junior or Senior level. The application is a three-step process. Students will need to:

- 1) Apply through Grace Institute for Global Studies: global@grace.edu, one year in advance of the experience;
- 2) Confirm all costs and make financial arrangements with the Grace Business Office;
- 3) Apply directly to the LAFSC program through Olivet Nazarene University [LAFSC](#) at least 2-3 months in advance of the semester experience.

For application timeline see Grace website and Academic Catalog. For more information about LAFSC, visit CCCU website: cccuglobaled.org; Olivet Nazarene website: [LAFSC](#), and contact Grace Institute for Global Studies: global@grace.edu.

MUSIC ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the music arts minor is 21 credit hours. Prior placement into the program or permission of program director is required for this minor.

Music Arts Requirements (15 hours):

WMU 1300 Worship Music Theory Fundamentals

WMU 2600 Worship Music Theory I

WMU 2610 Worship Planning and Administration

WMU 3100 Worship Music Theory II

WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Performance Development and Lesson Laboratory (6 hours):

WMU 2001 – Lab 1

WMU 2002 – Lab 2

MUSIC PRODUCTION MINOR

Intended for students pursuing any major area of study. The requirement for the music production minor is 21 credit hours. Placement into the program or permission of program director is required for this minor.

Music Production Requirements (15 hours):

WMU 1300 Worship Music Theory Fundamentals
WMU 2460 Introduction to Recording
WMU 2610 Worship Planning and Administration
WMU 3510 Worship Arts Technology
WMU 4300 Advanced Studio Recording

Performance Development and Lesson Laboratory (6 hours):

WMU 2001 – Lab 1
WMU 2002 – Lab 2

PHOTOGRAPHY MINOR

Intended for students pursuing any major area of study. The requirement for the photography minor is 21 credit hours.

For students majoring outside the field of art:

Photography Requirements (15 hours):

ART 2110 Art and Design Fundamentals
PHT 2600 Intro to Digital Photography
PHT 3600 Photography II – Studio Lighting
PHT 3800 Photography III – Alternative Processes
VCD 2310 Visual Communication Design I

Electives - choose from the following (6 hours):

ART 3450 Digital Drawing/ Painting
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History
PHT 4300 Advanced Photography
VCD 2550 Fundamentals of Video Production
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative
WMU 2700 Lighting and Live Production

For students majoring within the field of art:

Photography Requirements – choose from the following (21 hours):

Photography Foundation:

PHT 2600 Intro to Digital Photography
PHT 3600 Photography II – Studio Lighting
PHT 3800 Photography III – Alternative Processes

Breadth of focus:

ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History
PHT 4300 Advanced Photography
VCD 2550 Fundamentals of Video Production
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative
WMU 2700 Lighting and Live Production

NOTE: ART 2110 Art and Design Fundamentals and VCD 2310 Visual Communication Design I are required on all visual arts department major checksheets. If any courses above have been used to meet a requirement for your major in the department, please make another selection.

THEATRE ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the theatre arts minor is 21 credit hours.

Theatre Arts Requirements (15 hours):

- THT 3130 Stagecraft
- THT 3210 Introduction to Theatre
- THT 3250 Fundamentals of Acting
- THT 4250 Directing
- THT 4260 Religious Drama Workshop

Applied Performance and Production (3 hours):

- THT 4430 Applied Performance and Production

Theatre Arts Electives – choose from the following (3 hours):

- CIN 3290 Introduction to Film, Faith, and Contemporary Culture
- LIT 3261 Genre Study: Drama
- LIT 3825 Global Shakespeare
- WMU 2700 Lighting and Live Performance

NOTE: Course descriptions for LIT can be found in the Department of Humanities course listings, while CIN and WMU in the Department of Visual and Performing Arts.

VISUAL COMMUNICATION DESIGN MINOR

Intended for students pursuing any major area of study. The requirement for the minor is 21 credit hours.

For students majoring outside the field of art:

Visual Communication Design Requirements (15 hours):

- ART 1200 Drawing I
- ART 2110 Art and Design Fundamentals
- VCD 2310 Visual Communication Design I
- VCD 3420 Typography
- VCD 3510 Visual Communication Design II

Visual Communication Design Electives – choose from the following (6 hours):

- ART 2400 Painting I
- ART 2720 Drawing II – Observational Rendering
- ART 3180 Painting II (acrylic and/or watercolor media)
- ART 3450 Digital Drawing/Painting
- ART 3520 Contemporary Visual Culture
- ART 4210 Selected Topics in Art History (*may be repeated*)
- PHT 2600 Intro to Digital Photography
- VCD 2120 Three-Dimensional Design
- VCD 2550 Fundamentals of Video Production
- VCD 3200 Multimedia Design
- VCD 3700 Visual Communication Design III
- VCD 4480 Advanced Visual Communication Design
- VCD 3480 Visual Narrative

For students majoring within the field of art:

Visual Communication Design Requirements – choose from the following (21 hours):

Visual Communication Design Foundation:

ART 1200 Drawing I
VCD 3420 Typography
VCD 3510 Visual Communication Design II
VCD 3700 Visual Communication Design III

Breadth of focus:

ART 2400 Painting I
ART 2720 Drawing II – Observational Rendering
ART 3180 Painting II (acrylic and/or watercolor media)
ART 3450 Digital Drawing/Painting
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History (*may be repeated*)
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design
VCD 2550 Fundamentals of Video Production
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative
VCD 4480 Advanced Visual Communication Design

NOTE: ART 2110 Art and Design Fundamentals and VCD 2310 Visual Communication Design I are required on all visual arts department major checksheets. If any courses above have been used to meet a requirement for your major in the department, please make another selection.

WORSHIP ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the worship arts minor is 21 credit hours. Prior placement into the program or permission of program director is required for this minor.

Worship Arts Requirements (15 hours):

WMU 1300 Worship Music Theory Fundamentals
WMU 2600 Worship Music Theory I
WMU 2610 Worship Planning and Administration
WMU 3100 Worship Music Theory II
WMU 4200 Biblical Theology of Worship Arts

Performance Development and Lesson Laboratory (6 hours):

WMU 2001 – Lab 1
WMU 2002 – Lab 2

COURSE DESCRIPTIONS

HUM 2100 Creative Arts and Culture

Through the landscape of cultural history, this course explores the human phenomenon of creativity from prehistoric culture to our contemporary urban society. Posing the question “Why creative arts?” this course examines how creativity and culture define and reflect each other. Viewed through a global, chronological, or thematic approach and in context of time and place, interrelationships of various modes of expression are presented for works of art, music, and literature. During the course, students are required to select two experiential activities (beyond Grace campus) for engaging in creative arts and culture. Examples include, but are not limited

to, art museums, gallery exhibits, visual and performing arts festivals, international/cultural festivals, symphony orchestras, music concerts, theatrical productions, and literary events. Grace Core requirement. Course fees apply. Three hours.

VISUAL, PERFORMING, AND MEDIA ARTS

ART 1200 Drawing I

An introductory course focusing on developing fundamental drawing skills and improving visual perception. The primary emphasis is on structural drawing and composition using dry media. A variety of studio exercises will be used. Three hours.

ART 2030 Applied Field Research

A practicum for focused research in the visual arts field with specific study applicable to studio, analysis, history, or technology. By consent of department only. May be repeated for credit. Three hours.

ART 2110 Art and Design Fundamentals

From the simple application of color to the complex devices that create illusionary space, this foundational lecture/studio course concentrates on the basic elements of two- and three-dimensional design. Students will apply aesthetics and theoretical methods. Oral and written art criticisms are employed. Three hours.

ART 2200 Ceramics I

An introduction to the study of ceramics as a three-dimensional medium. Through hand-constructed and wheel-thrown clay forms, students will explore issues in contemporary art. Ceramics processes will include glazing and firing. Studio fees apply. Three hours.

ART 2400 Painting I

The study and application of wet media (acrylic paint) with an emphasis on a technical working knowledge through original concept and/or staged subject matter and its application to a personal style. Prerequisite: ART 1200 and ART 2110 or permission of instructor. Three hours.

ART 2720 Drawing II - Observational Rendering

This course focuses on aesthetic theories and practice of representational drawing. Observational rendering examines subject matter in natural and constructed environments, and in context of micro/macro-organic forms. The course includes sketchbook journal development. Prerequisite: ART 1200. Three hours.

ART 3180 Painting II

Students learn advanced techniques and skills in wet media application that includes acrylic or watercolor or water-based mixed media. Exploration of themes will include original concepts such as landscape, still life, and portraiture. Prerequisite: For acrylic, ART 2400; for watercolor, ART 1200 and ART 2110, or permission of instructor. Three hours.

ART 3450 Digital Drawing/Painting

This course explores unique expressive applications of the student's drawing ability through digital technology. Included are experiments in structural digital drawing, sketching, and painting utilizing Procreate. Students may use other digital software for assignment completion. Prerequisite: ART 1200 and ART 2400. Three hours.

ART 3510 Art History: A Global Context

A contextual global survey of Non-Western and Western visual art. From pre-history to the Modern era, this course examines visual expressions that include original art, architecture, and artifacts from the continental geographical locations of Africa, East and West Asia, the Americas, and Europe. Three hours. Open to all majors.

ART 3520 Contemporary Visual Culture

In context of contemporary visual art this course examines the complexities of aesthetics and meaning as expressed through cultural constructs. Analysis will consider the artwork and viewer, and how intention, production, and reception are related. The study will include visual artworks created for cultural awareness relevant to our natural environment, urban settings, and place-making galleries. Research will explore contemporary visual artworks from continental geographical locations of Africa, East and West Asia, the Americas, and Europe. Three hours. Open to all majors.

ART 4210 Selected Topics in Art History

Selected art historical or contemporary topic. Content may include studio-based research or experiential art that coincides with selected topic of study. (Example topic rotations: *History of Christian Art* and *History of Digital and Photographic Arts*.) Open to all majors. Repeatable with differing topics. Three hours.

ART 4230 Art Integrations

Advanced level synthesis in making art forms with cross-discipline or community integration that would result in artwork utilized in a final portfolio, exhibition, or public installation. Pre-requisite: ART 1200 and/or ART 2110, or other medium-specific ART or VCD courses, or permission of instructor. Three hours.

ART 4730 Art Internship

Qualified visual arts majors receive on-the-job training at a cooperating organization. Prerequisite: approval by program director and/or department chair. Three hours.

ART 4830 Advanced Individual Studies

This advanced level visual arts research course focuses on an individual topic selected by the student and results in a visual arts product that contributes to the student's senior portfolio and art/design exhibition. This may include traditional dry, wet, mixed, or digitized media integrating major and minor fields of studies. Prerequisite: completion of major course requirements, approval of research proposal by lead faculty, and permission of department chair. Three hours. May be repeated up to 6 hours.

CIN 0010 LA Film Studies Center

The Film Studies minor is offered in collaboration with the Council of Christian Colleges and Universities (CCCU) GlobalEd program and Olivet Nazarene University. Sixteen credit hours of the minor are taken on location in Los Angeles, CA at the LA Film School. Students will participate in program internships and core courses.

To be eligible for LAFSC, students must be at the Junior or Senior level. The application is a three-step process. Students will need to:

- 1) Apply through Grace Institute for Global Studies: global@grace.edu, one year in advance of the experience;
- 2) Confirm all costs and make financial arrangements with the Grace Business Office;
- 3) Apply directly to the LAFSC program through Olivet Nazarene University (olivet.edu/lafsc) at least 2-3 months in advance of the semester experience.

Note: At the time of this Catalog revision, the LAFSC program is offered only in Spring semesters during the academic year. Grace application deadline is no later than April 1 for the following Spring LAFSC experience. For LAFSC application information visit: [LAFSC](#), or contact Grace Institute for Global Studies: global@grace.edu. For more information on CCCU GlobalEd programs visit: cccuglobaled.org.

CIN 3290 Introduction to Film, Faith, and Contemporary Culture

This introductory course examines film as an art form. Students will learn to critically read and analyze techniques in filmmaking. This course will also investigate the relationship of film to faith and contemporary culture. (Replaces CIN 3270 and CIN 3300) Three hours.

PHT 2030 Applied Field Research

A practicum for focused research in the photographic arts with specific study applicable to studio, analysis, history, or technology. By consent of department chair only. May be repeated for credit. Three hours.

PHT 2600 Intro to Digital Photography

This course provides foundational instruction for the digital camera. Students will learn manual settings for capturing photographic images. DSLR camera required. Open to all majors. Studio fees apply. Three hours.

PHT 3600 Photography II – Studio Lighting

This course focuses on studio lighting techniques for product and portrait photography. DSLR (digital) camera required. Prerequisite PHT 2600. Studio fees apply. Three hours.

PHT 3800 Photography III - Alternative Processes

This course explores advanced alternative processes in film and digital application. Students will focus on conceptual abilities, photographic experimentation, and technical processes. Each student must provide a DSLR (digital); an SLR (film) camera or specialty camera may be utilized. Prerequisite: PHT 2600. Studio fees apply. Three hours.

PHT 4300 Advanced Photography

This course will emphasize advanced individual photographic exploration for the purpose of developing significant personal imagery. Students will create a body of work that focuses on portfolio development and professional application in film, digital, and alternative processes. Each student must provide a DSLR (digital); an SLR (film) camera or specialty camera may be utilized. Prerequisite: PHT 3600 and PHT 3800. Studio fees apply. Three hours

PHT 4730 Photography Internship

Qualified visual arts majors receive on-the-job training at a cooperating organization. Prerequisite: approval by program director and/or department chair. Three hours.

THT 3110, 3120, 3130 Stagecraft

A practicum in play production with related projects in scene design, set construction, costume design and construction, make-up application, sound and lighting, and house management. By consent of department only. May be repeated for credit. One to three hours.

THT 3210 Introduction to Theatre

An overview of the field of theatre including history, an introduction to dramatic types, the analysis of scripts, design, and directing. Three hours.

THT 3250 Fundamentals of Acting

An introduction to acting theory and practice. Practical application of performance techniques; character development is given special emphasis. Prerequisite: THT 3210. Three hours.

THT 4250 Directing

Theoretical and practical training in play direction with emphasis on selecting plays, conducting rehearsals, and working with actors. Prerequisite: THT 3210 or permission of department. Three hours.

THT 4260 Religious Drama Workshop

A practicum in the writing, performance, production, and direction of dramatic works with religious emphasis. Three hours.

THT 4430 Applied Performance and Production

For more information on performance and production opportunities, contact the Theatre instructor. By consent of department only. May be repeated for credit. Three hours.

VCD 2030 Applied Field Research

A practicum for focused research in areas of visual communication design or illustration with specific study applicable to studio, analysis, history, or technology. By consent of department chair only. May be repeated for credit. Three hours.

VCD 2120 Three-Dimensional Design

This is an introductory studio course in the varied principles of three-dimensional design. Projects explore traditional and experimental materials. Students will be expected to supply a variety of materials such as found or recycled objects for re-purposing into art forms. Studio fees may apply. Prerequisite ART 2110. Three hours.

VCD 2310 Visual Communication Design I

An introductory course that uses manual and digital processes to explore visual communication theories and techniques. Utilizing Adobe software, this course introduces the development of visual skills through digital photo manipulation, illustrative rendering, and graphics file preparation. Relationships between content and social and cultural context will be explored. Prerequisite: ART 2110. Three hours.

VCD 2550 Fundamentals of Video Production

Introductory training for in-studio video production editing techniques and processes. Three hours.

VCD 3200 Multimedia Design

This course focuses on the integration of multiple forms of media requiring both creative and technical skills for visual imagery and messages. Visual media content includes digital photography, video, audio, and graphic software for dynamic formats. Three hours.

VCD 3420 Typography

A study of letter forms, historical influences, and how type is used as an effective element in context of visual communication design. Prerequisite: VCD 2310. Three hours.

VCD 3480 Visual Narrative

Focusing on artist as author, this course examines the visual and structural components of sequential storytelling. Students will develop skills in creating storyboards, pictorial outlines, or

scripted narratives to produce visual stories utilizing a chosen medium in their area of focus such as, illustration, photography, design, or video/film studies. Students will explore historical and contemporary issues from multiple perspectives and create visual stories for a variety of audiences. Prerequisite ART 2110 or permission of instructor. Three hours.

VCD 3510 Visual Communication Design II

This studio design course explores tools and techniques for digital-based imaging, editing, and layout. Utilizing Adobe software, this course continues the development of visual skills through graphics file preparation. Technical processes for digital and print production will be introduced. Prerequisite VCD 2310. Three hours.

VCD 3420 Typography II

Advanced study of letter forms and historical contexts utilized in advanced application for visual communication design resolution. Prerequisite: VCD 3420. Three hours.

VCD 3700 Visual Communication Design III

This course examines concept, ideation, metaphor, symbolism, and semiotics within commercial and non-commercial visual design applications. Students will analyze form and content for embedded contextual meaning as a method for evaluating and making informed design decisions. Prerequisite: VCD 3510. Three hours.

VCD 3840 Selected Topics in Art/Design

Advanced level course that examines contemporary issues within the context of the student's major focus and results in a specialized product for the student's portfolio and senior thesis exhibit. Three hours.

VCD 4420 Senior Art/Design Portfolio

A senior capstone course for students majoring in any of the following visual arts including art and visual culture, eco-art (ecological art), photography, and visual communication design. The focus will be on executing individual stylistic approaches in reaching visual communication goals for the final senior portfolio, thesis exhibit, and installation. Three hours.

VCD 4480 Advanced Visual Communication Design

This course provides students with advanced research, practice, and development of a product for the professional portfolio. In context of understanding the viewer's response to the final visual form, students will examine a variety of social, cultural, and economic contexts that will inform the meaning of the final visual work. Prerequisites: VCD 3700 or ART 3720. Three hours.

VCD 4730 Visual Communication Design Internship

Qualified visual arts majors receive on-the-job training at a cooperating organization. Prerequisite: approval by program director and/or department chair. Three hours.

WMU 1300 Worship Music Theory Fundamentals

Designed to give the musical worship leader a basic knowledge of music fundamentals, this course is balanced around written theory, ear training, and keyboard proficiency. Focus will include basic music notation, scales, tonality, keys/modes, intervals, and chords. Prerequisite: placement or permission of instructor or program director. Three hours.

WMU 2460 Introduction to Recording

Provides students with the tools and hands-on experience necessary for producing professional MIDI projects, audio tracks, and visual recordings. Introduction to multi-track recording, recording studios, and the technology involved in mixing and processing sound. Live event to take place within worship environment. Prerequisites: WMU 2600. Three hours.

WMU 2500 Songwriting

This course examines the basic elements of contemporary music composition including form study, melody/lyric construction, and harmonic/rhythmic patterns. Each student will receive instruction in various musical styles with specific emphasis on worship songs for the local church. Three hours.

WMU 2600 Worship Music Theory I

A continuation of Music Theory Fundamentals with strong emphasis on diatonic triads, writing melodies, and part writing. Ear training and keyboard proficiency will also be included. Prerequisite: WMU 1300. Three hours.

WMU 2610 Worship Planning and Administration

Students study and implement strategies for successful planning in worship arts ministry. Emphasis will be given to aspects of biblical leadership, pastoral ministry, and business administration. Topics include scheduling, working with volunteers, budgeting, vision development, worship team dynamics, and long-term ministry growth plans. Three hours.

WMU 2700 Lighting and Live Production

Students will acquire basic theories and practices of lighting for stage, theatre, and live production. Covered topics will include energy needs, focusing, optics, moving lights, color theory, and various control surfaces. Three hours.

WMU 2800 Live Sound Production

Students will learn signal flow through sound reinforcement systems. Basics of acoustics and room design will be investigated. Use of real-time analyzing software and basic equipment diagnosis will be investigated. Hands on mixing opportunities will be given on industry standard equipment. Students will gain skills in running audio for different settings and develop problem solving skills to resolve audio-related issues. Three hours.

WMU 3100 Worship Music Theory II

A continuation of Music Theory I with strong emphasis on harmonic progression and part writing. Ear training and keyboard proficiency will also be included. Prerequisite: WMU 2600. Three hours

WMU 2001 (Lab 1); WMU 2002 (Lab 2); WMU 3001 (Lab 3); WMU 3002 (Lab 4); WMU 4001 (Lab 5); WMU 4002 (Lab 6)

Performance Development and Lessons: Labs 1-6

Required of all students majoring or minoring in Worship Arts or Music Production and the Music Arts minor. Performance development encompasses a wide variety of practice and performance experiences including co-curricular opportunities such as ensembles and worship teams. A weekly, 1 hour music lab allows students the opportunity to perform for their peers and receive constructive remarks regarding technique, interpretation, and general performance procedures by the faculty.

Private lessons count toward accumulated practice time as assigned by the instructor for individual student performance development goals. Performance development experiences may

include choir, gospel choir, wind ensemble, string ensemble, or worship teams. Labs 1-6 required for major; Labs 1 and 2 required for minor. Weekly practice hours assigned by instructor. Three hours per lab.

WMU 3400 Worship Music Theory III

A continuation of Music Theory II with strong emphasis on part writing, cadences, non-chord tones, and modulation techniques. Ear training and keyboard proficiency will also be included. Prerequisite: WMU 3100. Three hours

WMU 3510 Worship Arts Technology

Introduction to the technological resources basic to work in the Worship Arts environment including lighting, audio, and video. Includes hands-on experience with MIDI and sequencing, music notation programs, desktop publishing, digital sound formats, as well as basic lighting design and video shooting/editing. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 3770 History of Christian Worship

This course provides an historical overview of Christian worship. Historical traditions and current trends of worship ministry will be studied, including music styles and the broader role of the arts in the local church. The interaction between worship and today's culture will also be addressed. Three hours.

WMU 3840 Selected Topics in Worship Music

Selected topics in Worship Music offered on an as-available basis. Content includes research, field experience, and a music product. Three hours.

WMU 4200 Biblical Theology of Worship Arts

This course is a study of the biblical and theological aspects of worship. A wide spectrum of Christian traditions will be studied as well as the relationship of personal to corporate worship. Emphasis will be given to understanding how the patterns of worship found in the Bible affect every aspect of the worship service. Three hours.

WMU 4230 Worship Music Integrations

Advanced level synthesis in performing, developing, producing, or presenting worship arts content or forms. Cross-discipline or community integration would result in performing arts evidence utilized in a final portfolio or public presentation. Prerequisite: permission of program director. Three hours.

WMU 4300 Advanced Studio Recording

Provides students with the tools and hands-on experience for working in a professional recording studio. Students will learn microphone placement for a wide range of instruments, as well as tracking and mixing in Pro Tools. Students will be equipped to record a wide range of projects from live bands to music and film. Prerequisite: WMU 2460 Intro to Recording (formerly WMU 2450). Three hours.

WMU 4350 Musical Improvisation

Students apply knowledge gained from Theory I and II, learning different approaches to using scales to improvise over chord progressions. There will be a focus on blues and jazz styles as well as contemporary music. Students will learn to transcribe solos from recordings. Prerequisites: WMU 2600, WMU 3100, and WMU 4100. Three hours.

WMU 4400 Advanced Recording II

This course builds on advanced recording, allowing students hands on experience working within a professional studio environment. Prerequisite: WMU 4300. Three hours.

WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Worship leaders and directors need to have a basic understanding of how all the instruments function in a worship team. Focus is on the elementary principles of playing keyboard, voice, guitar, and percussion. Emphasis is on development of tone production of each instrument, as well as transposition and the capabilities and limitations of each instrument. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 4550 Nashville – Contemporary Music Center

The course of study for a Fall or Spring semester at the Contemporary Music Center (CMC) is offered through the Council for Christian Colleges and Universities (CCCU) GlobalEd program. A total of sixteen credit hours are taken on location in Nashville, TN. All other credits in the Worship Arts major are taken at Winona Lake, Grace campus. Prerequisite: Junior or Senior academic level. Sixteen hours.

This fully immersive entertainment industry training ground with a faith-based world view, includes the choice of three music tracks: Artist, Business, Technical, or Worship. Select tracks include composing, recording, live event production, performing, management, promoting, and more or for more information on the CMC application process visit: www.cmcnashville.com. For more information on CCCU GlobalEd visit: www.cccuglobaled.org.

Note: Student applications must be submitted to the Grace Office of Global Initiatives nine months in advance of the experience by December 1 for the following Fall semester and April 1 for the following Spring semester. For more information on timelines, and steps for financial planning contact global@grace.edu.

WMU 4620 Senior Capstone

Presentation of a corporate worship service representing significant research and creative endeavor during the academic year preceding graduation. Presentation projects must be approved by the program director, department chair, and faculty adviser. Program notes must be submitted to and approved by the program director prior to the presentation. Student is responsible for assembling the necessary team to execute the live event (musicians, speakers, etc.). Prerequisites: completion of major course requirements and approval of department chair. Three hours.

WMU 4730 Worship Arts Internship

An internship served under the guidance of an experienced and qualified worship arts leader in an approved church music program. Prerequisite: permission of program director. Three hours.

WMU 4830 Advanced Individual Studies in Worship Arts

This advanced level worship performance or worship production-based research course focuses on an individual topic selected by the student. Prerequisite: completion of major course requirements, approval of research proposal, and permission of program director and department chair. Three hours.