

SCHOOL OF FINE & PERFORMING ARTS

The School of Fine & Performing Arts comprises nationally accredited programs in Art and Art Education, Art History, Music, and Theatre Arts. We are committed to providing a significant range of opportunities to research, study, create, produce, perform, and present ideas and issues of the arts, so that students can explore how aesthetic experiences offer particular insights and ways of communicating in and about the world.

Undergraduate studies prepare students for graduate work and employment in many dynamic cultural professions. Graduate studies prepare students for college and university teaching and other professional careers in the arts. The academic programs of the School are complemented throughout the year by public presentations, performances, and exhibitions of the Samuel Dorsky Museum of Art. National conferences and competitions, workshops and public lectures by distinguished visiting artists enrich the stimulating academic environment.

In addition to a broad range of academic majors and minors housed within the School of Fine & Performing Arts, we support three interdisciplinary minors:

- [Audio Engineering](#) is a collaborative program of the Departments of Theatre Arts, Music and Digital Media & Journalism (College of Liberal Arts & Sciences). The minor focuses on contemporary audio and music production and provides students with knowledge and skills that directly support their artistic work and/or career goals in theatre, music, and media production.
- The minor in [Digital Design & Fabrication](#) combines Fine & Performing Arts' expertise in design with the School of Science & Engineering's expertise in materials science to introduce students to design theory, aesthetics, 3D modeling skills, and the study of material properties and constraints, while applying analytical approaches to problem solving.
- [Film & Video Studies](#), coordinated through the Departments of Art History and Digital Media & Journalism, offers students an opportunity to read the art of cinema as cultural critics, while having the option to learn the basics of screenwriting and production.
- [Art](#)
- [Art Education](#)
- [Art History](#)
- [Audio Engineering](#)
- [Digital Design & Fabrication](#)
- [Film & Video Studies](#)
- [Music](#)
- [Theatre Arts](#)