

### ART

#### MAJORS

- Art
- Art Education
- Interactive Digital Media, Visual Imaging

#### MINORS

- Art
- Elementary Art Education
- Secondary Art Education
- Interactive Digital Media

### THE DEPARTMENT

The Department of Art offers students the opportunity to learn to communicate ideas effectively, to develop analytical skills, to synthesize ideas, to evaluate implications of present actions against historical perspective and to develop discriminating aesthetic judgments. In its varied course offerings, the Department of Art plays a large part in fulfilling the University's mission of stimulating curiosity, communicating ideas and appreciating the creative accomplishments of the human race.

The degree programs of the Department of Art provide students with the skills needed to accomplish the tasks of their professions and to awaken them to that intellectual level of existence that will cause them to lead fuller, more rewarding lives regardless of the professional area they enter.

### DEGREE PROGRAMS

The Department of Art offers three comprehensive majors and four minors.

The Bachelor of Fine Arts (B.F.A.) with a comprehensive major in Art emphasizes professional preparation within the studio areas. This major allows students to take over half of their total degree requirements in art and to experience various studio areas in addition to their specializations. Experiences in various studio areas are part of each of the two specializations.

Students selecting the B.F.A. with the studio specialization are required to choose a studio area specialization from the following:

- Ceramics
- Drawing
- Graphic Design
- Painting
- Photography
- Sculpture

These studio specializations involve advanced study in both a class format and individualized work. The B.F.A. specialization in graphic design provides advanced study in both graphic design and advanced study in studio areas.

The Bachelor of Science in Education (B.S. Ed.) degree prepares the student for Missouri teaching certification in art for kindergarten through grades twelve. The art education program emphasizes preparation in teaching art as a comprehensive curriculum that includes aesthetics, art criticism, art history and art production.

The Bachelor of Arts (B.A.) degree is more broadly based than the B.F.A. and allows the student to take advanced course work in any studio area, art history or a combination of both and requires greater exposure to the liberal arts.

The Bachelor of Science degree in Interactive Digital Media is a unique major combining courses from computer science, art and mass communication to give students the most complete working knowledge of digital media. Interactive digital media workers need to possess cross-disciplinary knowledge and skills in areas that deal with visual aesthetic understanding and communication, integrated with technological knowledge, in order to be effective and efficient employees. The goal of this major is to produce graduates who are proficient in written and visual communication/design, computer programming, and legal and ethical considerations as they relate to the Internet, World Wide Web and electronic digital media.

The Minor in Art provides students majoring in any other departments with opportunities to pursue studio and/or art history courses.

The Minor in Elementary Art Education is provided for students pursuing the elementary or middle school preparation program who also desire certification for teaching art in the elementary school, junior high or middle school. This minor is also available to students in other B.S. Ed. Elementary/Secondary programs.

The Minor in Secondary Art Education is provided for students pursuing a secondary preparation program who also desire certification for teaching art in the junior high/middle school or high school. This minor is also available to students in other B.S. Ed. Elementary/Secondary programs.

## MAJORS

### Core Requirements for Majors in Art

Drawing  
 Jewelry and Metals OR Ceramics  
 Introduction to Design  
 Three-Dimensional Design  
 Life Drawing  
 Painting  
 Sculpture  
 Visual Art Concepts  
 Printmaking  
 Senior Seminar

### ART

*B.F.A. — no minor required*

#### Required Courses

Art Core Requirements  
 Creative Photography  
 Advanced Drawing  
 Senior Exhibition  
 Survey of Art and four art history courses: Ancient and Medieval Art, Renaissance and Baroque Art, Nineteenth and Early Twentieth Century Art, International Studies in Art, Twentieth Century Art, Far Eastern Art  
 Studio specialization courses (four minimum)

#### Graphic Design Requirements

Letter Forms and Graphic Design  
 Advanced Creative Electronic Imaging  
 Advanced Graphic Design  
 Computer Assisted Graphic Design  
 Advertising Design  
 Creative Digital Animation  
 Approved electives

### ART EDUCATION

*B.S. Ed. — no minor required.*

This major, when completed under the B.S. Ed. degree, Elementary/Secondary Program, meets Missouri teacher certification requirements to certify grades K-12.

#### Required Courses

Art Core Requirements  
 Principles of Art Education  
 Visual Art Concepts  
 Methods in Elementary Art  
 Design with Fibers  
 Nineteenth and Early Twentieth Century Art  
 Twentieth Century Art  
 Methods in Secondary School Art  
 Approved art electives

### ART

*B.A. — no minor required*

#### Required Courses

Art Core Requirements  
 Art History (choose 5): Survey of Art, Ancient and Medieval Art, Renaissance and Baroque Art, Nineteenth and Early Twentieth Century Art, International Studies in Art, Twentieth Century Art, Far Eastern Art  
 Approved art electives as needed

### INTERACTIVE DIGITAL MEDIA

*B.S. — no minor required*

This degree involves courses from computer science, art and mass communication. Students in this major take courses from all three departments while focusing on one of three concentrations: Visual Imaging (art), New Media (mass communication) or Computer Science Programming (computer science/information systems).

#### Required Core Courses

Introduction to Design  
 Digital Photography  
 Introduction to Creative Electronic Imaging  
 Letterforms and Graphic Design  
 Introduction to Mass Media  
 Media Design I  
 Introduction to Web Publishing  
 Communication Law  
 Script Programming I  
 Multimedia and Web Development  
 Script Programming II  
 Principles of Marketing

#### Required Courses for Visual Imaging Concentration

Drawing  
 Life Drawing  
 Painting  
 Advanced Creative Electronic Imaging  
 Advanced Graphic Design  
 Computer Assisted Graphic Design  
 Interactive Digital Media Seminar  
 Creative Digital Animation  
 Graphic Design Internship

## MINORS

### ART

The minor in art is provided for students who require a minor with their major and can emphasize studio and/or art history courses.

#### **Required Courses**

Drawing  
 Introduction to Design OR Three-Dimensional Design  
 Survey of Art (Art Appreciation may be substituted if previously taken)  
 Art history choice of any upper-level art history course  
 Art history or studio electives by advisement

### ELEMENTARY ART EDUCATION

*B.S. Ed. — certifiable*

This minor, if completed under the B.S. Ed. degree, with a major program in elementary or middle school or any other K-12 major program, meets Missouri certification requirements in art for grades K-9.

#### **Required Courses**

Drawing  
 Ceramics  
 Principles of Art Education  
 Introduction to Design  
 Three-Dimensional Design  
 Painting  
 Methods in Elementary Art  
 Design with Fibers  
 Studio electives in photography or printmaking

### SECONDARY ART EDUCATION

*B.S. Ed. — certifiable*

This minor, if completed under the B.S. Ed. degree, with a major program in secondary or middle school/junior high, or any other K-12 major program, meets Missouri certification requirements in art for grades 7-12.

#### **Required Courses**

Drawing  
 Ceramics  
 Principles of Art Education  
 Introduction to Design  
 Three-Dimensional Design  
 Painting  
 Methods in Secondary School Art  
 Design with Fibers  
 Studio electives in photography or printmaking

### INTERACTIVE DIGITAL MEDIA

#### **Required Courses**

Introduction to Design  
 Introduction to Creative Electronic Imaging  
 Media Design I  
 Introduction to Web Publishing  
 Script Programming I  
 Multimedia and Web Development

#### **Choose two from the following:**

Drawing  
 Digital Photography  
 Multimedia Audio/Video Production  
 Multimedia Production  
 Computer Programming I  
 Script Programming II

## COURSE DESCRIPTIONS

### ART

#### **Art Appreciation**

A study of the elements and principles of art as well as forms of expression in works from the major periods of Western art. Although the works will be studied in the context of history, the course is not a chronological survey.

#### **Individual Problems in Studio**

Individual direction using previously learned skills and techniques.

#### **International Studies in Art History**

A course involving international travel emphasizing an art historic and personal reflection to the art, architecture, and culture of selected foreign countries.

#### **International Studies in Studio**

A course involving international travel emphasizing a studio artist's response to the art, architecture and culture of selected foreign countries.

#### **Senior Seminar**

A seminar dealing with issues encountered by the art educator and artist. Exhibition techniques, preparation of resumes, preparation of letters seeking interviews, preparation of portfolios, and interview techniques will be stressed.

#### **Senior Exhibition**

An exhibition to include works produced expressly for the exhibition and outstanding works previously done.

#### **Interactive Digital Media Seminar**

A seminar dealing in issues faced by multimedia professionals and preparation for advanced study. Major emphasis will be placed on the development of a professional portfolio, resume writing and interviews for the field of multimedia.

## ART EDUCATION

### Principles of Art Education

The examination of theories, concepts, and principles of art education within the context of the history of art education. The impact of philosophies of art, art education, and general education, relevant psychological and sociological research, current issues and trends in the field, and the nature of art are investigated as they apply to art education.

### Visual Art Concepts

The course is an examination of philosophies, theories, concepts and principles of art. Investigation of visual art aesthetics and critical inquiry (art criticism) will be undertaken to develop the student's knowledge and comprehension of these fields.

### Art in the Elementary School

An orientation in current concepts of art education teaching strategies and learning processes and procedures for the elementary classroom. Concepts of art education are presented with experiences to explore appropriate methods and materials.

### Methods in Elementary Art

The teacher's role in directing art experiences in the elementary art classroom. Consideration is given to the student developing strategies for implementing art activities for the individual, class, and total school art program.

### Papermaking

Processes and techniques for creating two-dimensional and three-dimensional forms using handmade paper.

### Individual Study in Art Education

Individual investigations in art education.

### Design With Fibers

Two- and three-dimensional design for fiber techniques with emphasis placed on the design process.

### Methods in Secondary School Art

Specific methods used in teaching art and in curriculum planning for secondary school levels.

### Advanced Fibers

Two- and three-dimensional design for advanced fiber techniques with emphasis placed on the design process and aesthetic quality.

### Organization and Supervision of the Art Program

The organization of the total art program within the framework of the educational structure of the school; the functions, role and responsibilities of the supervisor, coordinator and/or single art teacher. Model programs in several school classifications will be examined.

### Art Activities in the Elementary School

Activities which develop personal sensitivity and refined consciousness with an emphasis on an active philosophy for creative growth which stresses the importance of art as a personal language.

### Art in the Senior High School

Studies designed to present the secondary art teacher with an expanded conceptual and practical framework for implementing curricular concerns in studio, art appreciation, art history and art criticism.

## ART HISTORY

### Survey of Art

A topical survey of outstanding works from major periods of Western art with emphasis placed on the purposes of art and the roles of artists.

### Ancient and Medieval Art

The history of architecture, painting, sculpture, and related arts in Egyptian, Aegean, Greek and Roman civilizations, as well as the Early Christian, Byzantine, Romanesque and Gothic periods.

### Renaissance and Baroque Art

The history of architecture, painting, sculpture and related arts in Europe from the last of the 14th century through the 18th century.

### Nineteenth and Early Twentieth Century Art

A study of the major visual arts in Europe from the latter 18th century to the second decade of the 20th century.

### Twentieth Century Art

The development of trends and influences in painting, sculpture, photography, and architecture from the mid-19th Century to the present day. The course will discuss artists and stylistic movements from Realism and Impressionism through contemporary art.

### Far Eastern Art

A study of the dominant visual arts of the Far East covering the major cultures and emphasizing the arts of China and Japan.

## CERAMICS

### Ceramics

An introduction to studio pottery through comprehensive experience with clay preparation, basic forming, decorating, glazing methods, and kiln firing procedures at low temperatures. Basic studio work principles and individual design are stressed.

### Wheel Throwing and Functional Form

An intermediate level course in ceramics. Emphasis on the fundamentals of working on the potter's wheel and developing understanding of functional ceramic forms. Continued study of the physical properties of ceramic materials.

### **Advanced Ceramics**

Continued explorations in materials, processes and studio practice in ceramics. Assigned clay and glaze research as well as research into experimental uses of ceramic materials. Focused studio practice and development are stressed.

### **Ceramics Studio**

Further cultivation of each student's approach to materials and processes in ceramics. Mature, disciplined studio practice and focused development of a unique and resolved body of work are stressed.

### **Ceramics Processes**

Advanced studio work providing students the opportunity to further develop work in ceramics. Study in all phases of studio practice.

## **DRAWING**

### **Drawing**

An introduction to and the application of basic principles of art in drawing using a variety of media, techniques and subjects.

### **Life Drawing**

Application of the fundamentals of drawing to develop an understanding of creative composition using the human figure.

### **Advanced Drawing**

A continued study of the human figure, other subjects and composition. More emphasis given to independent decision making.

### **Drawing Studio**

Advanced exploration of drawing media, techniques, and concepts from representation to abstraction.

### **Drawing Processes**

Advanced studio work providing students with opportunities for extended studies in various media and directions.

## **GRAPHIC DESIGN**

### **Introduction to Design**

Introduction to two-dimensional design elements and principles, including design objectives, concepts, processes and skills through varied class projects and lecture/demonstration material.

### **Introduction to Creative Electronic Imaging**

An introduction to electronic media for creative imaging using computers, scanners, and digital photography. Appropriate hardware and software exploration for fine art purposes.

### **Letter Forms and Graphic Design**

Type, letter forms and their creative use in visual communications, including the development of comprehensive advertising layouts in black and white.

### **Advanced Creative Electronic Imaging**

Course covers advanced visual perception principles and computer procedures for creative digital imagery as it applies to interactive and design applications.

### **Advanced Graphic Design**

The creative design of color comprehensive layouts using drawing, lettering and type. Professional procedures and standards of quality are emphasized.

### **Computer Assisted Graphic Design**

Graphic arts and design course for technical print and related media plus advanced interactive media graphics. Equal emphasis on creative problem solving and technical software application. Primary software applications involve desktop publishing and related production software.

### **Advertising Design**

Principles of graphic design applied to various commercial visual communications, i.e., magazine and newspaper display, packaging, billboards, posters, book covers, etc.

### **Creative Digital Animation**

Principles and procedures of creative digital animation.

### **Design Studio**

Exploration of two- and three-dimensional graphic design processes using a variety of non-traditional materials.

### **Graphic Design Internship**

To provide the student with an opportunity to work within a business context, so that the student can gain professional experience that would otherwise not be obtained in regular coursework.

### **Design Processes**

Advanced professional level work in various techniques and directions in graphic design and/or fiber arts. May be repeated for a total of six semester hours.

## **PAINTING**

### **Painting**

A continued study of elements and principles of composition and color perception; synthesis of drawing and painting through work from traditional genre with concern for materials and methods in the use of the oil medium.

### **Advanced Painting**

Emphasis on life study and exposure to alternative forms and media combined with an introduction to the conceptual side of painting.

### **Watercolor Painting**

An introduction to both transparent and opaque watercolor with emphasis on their unique qualities and expressive potential.

### **Painting Studio**

Advanced exploration of painting media, techniques and concepts, from representation to abstraction.

### **Painting Processes**

Advanced studio work providing students with opportunities for extended study in various media and directions. May be repeated for a total of six semester hours.

## PHOTOGRAPHY

### Creative Photography

An introduction to the history of photography and basic darkroom and camera procedures through the exploration of in-darkroom photography. Photography as a creative art and expressive medium will be stressed.

### Digital Photography

An introductory creative photography course for students interested in digital media, and for students in the interactive digital media major. Students will explore contemporary applications of visual space and plastic form through the medium of electronic photography. Not for art majors.

### Advanced Creative Photography

A continuance of Creative Photography. Each student will direct work toward developing a personal expressive approach to photography. The study of contemporary photographers and criticism will be stressed. Studio lighting, Photoshop, digitally scanning film, and making digital prints is introduced.

### Color and Digital Photography

An exploratory continuation of creative photography with an introduction to and emphasis on color photography using digital processes. Photography as an art and expressive medium will be stressed.

### Photography Studio

Directed study and exploration of black and white, color, non-traditional and/or digital photography.

### Photography Processes

Advanced directed studies in various techniques in black and white or digital photography.

## PRINTMAKING

### Printmaking

An introduction to traditional and contemporary pursuits of intaglio printmaking including color monotype, etching and engraving processes.

### Printmaking Studio

Directed study in traditional or experimental techniques in selected media.

### Printmaking Processes

Advanced directed studies in various print media, techniques and directions.

## SCULPTURE/THREE-DIMENSIONAL DESIGN

### Jewelry and Metalsmithing

This course is designed as an introduction to the language and techniques of jewelry and metalsmithing. During the course, students will focus on techniques and design concepts that deal primarily with the process of small-scale metal fabrication. Emphasis will be placed on jewelry and metalsmithing as an art form, not a means for production.

### Three-Dimensional Design

An introduction to the fundamentals of three-dimensional design explored through assigned problems and a variety of construction methods.

### Sculpture

An introduction to the basic concepts and techniques utilized in the production of sculpture, including additive/subtractive methods, welding, and site installation.

### Advanced Sculpture

An introduction to concepts and techniques beyond those explored in Sculpture. Emphasis will be on the execution of ideas and development of the student's artistic direction.

## Sculpture Studio

Designed to allow students to focus more comprehensively on a particular direction or technique utilized in the production of sculpture. Discussions and assigned research on contemporary modes in sculpture.

## Sculpture Processes

Advanced studio work facilitated through discussions on contemporary concepts in sculpture, directed research and group critiques. Emphasis on student's understanding of the content of his/her work and where that fits into the continuum of sculpture.

## STUDIO AREAS

### GRAPHIC DESIGN

The Graphic Design program supports two studio areas. The basic design studio is a traditional design facility with drafting tables, stat camera darkroom, art-o-graph™ projectors and other equipment pertinent to two-dimensional design and graphic design programs. The second graphic design area is a state-of-the-art computer studio equipped with a variety of peripherals and software for creating artwork and electronic digital imaging, including digital cameras, scanners and video. Graphic design students, in addition to design courses, take elective courses in other studio areas such as photography, painting, drawing or others.

#### Professional opportunities:

- Advertising (marketing, public relations, print, billboard, TV, direct mail)
- Book design (covers, inside art, book jackets)
- Corporate design (industrial, interior, graphic design, corporate identity)
- Editorial (magazine, newspaper)
- Environmental (kiosks, signage, textile design, commercial and residential spaces)

- Information design (architectural, statistical, symbols, graphical)
- Motion (film television, cable, documentaries, animation, video design)
- Music/CD design (tapes, packaging, CDs, point-of-purchase displays)
- New media (web design and CD-ROM)
- Type and lettering (symbol design, alpha and numeric alphabet design)

## CERAMICS

Course sequences combine creative and expressive forms of the ceramic medium with technical knowledge about clay, glaze and firing.

### **Professional opportunities:**

- Architectural ceramist
- Ceramic artist, decorator or designer
- Curator, gallery work or restoration
- Studio potter

## DRAWING

Drawing is the foundation for the rest of the visual disciplines. In beginning drawing classes, students learn how to see, how to concentrate and how to do objective drawings. Classes lead the student from this point to figure drawing and drawing that emphasizes the development of personal expression.

### **Professional opportunities:**

- Artist's supply business
- Gallery management
- Illustrator
- Professional artist

## PAINTING

Painting builds upon what students have already learned in drawing and design/composition. Courses focus on the development of perception, concepts, modes of expression and working processes. The professional opportunities are similar to those in drawing.

## SCULPTURE

These courses explore creative expression in traditional and contemporary sculpture media such as carving, modeling, foundry, welding, wood, metal and plastic fabrication.

### **Professional opportunities:**

- Designer/producer of displays and exhibition installations
- Pattern maker
- Production work in an art foundry or fabrication shop
- Studio artist/craftsman

## PHOTOGRAPHY

Photography is approached as a means of artistic expression in the Department of Art. Students have the opportunity to work with both black-and-white and color photography. In digital photography the image is produced on a floppy disk, which eliminates traditional film and darkroom processes. Instead, the photograph is fed directly into a computer where it can be manipulated. Traditional and exploratory photographic techniques are the backbone of the area.

While many students choose to enter the job market after graduation, others choose to pursue graduate study in photography.

### **Professional opportunities:**

- Designer and producer of audio-visuals
- Fine art photographer
- Graduate study
- Industrial or scientific photographer
- Management and marketing of photographic products and services
- Photo illustrator

## PRINTMAKING

Printmaking media in the Department of Art emphasizes the traditional techniques and processes in such areas as engraving, woodcutting and drypoint, but shifts to non-traditional, low toxicity techniques and processes in etching and serigraphy.

### **Professional opportunities:**

- Designer of graphic materials
- Gallery curatorship, management and sales
- Graphic design and studio management
- Professional artist/printmaker

## VISITING ARTISTS

Each year, several artists visit the Northwest campus to display their work in the DeLuca Gallery. Upon visiting, the artist gives a lecture followed by a reception. Students generally take advantage of these to see new ideas and visit with professionals. In the gallery shows, a wide range of media is presented.

The Visiting Artists Series brings outstanding artists and art historians to the department where they conduct workshops, give demonstrations, hold discussions and give slide presentations and lectures open to the University and regional communities.

## STUDENT ORGANIZATIONS

### **American Institute of Graphic Artists (AIGA) Northwest Missouri State University Student Chapter**

The AIGA chapter serves to encourage students to demonstrate a commitment to their professional interest and assist them in understanding the profession. The goal of the student group is to get students involved in the local design community, to create a community of their own and to help them build leadership skills that will be valuable as they move into the professional world.

### **Art Association**

The Art Association is a student run organization that is designed to provide students with additional educational opportunities in the arts outside of the classroom. Membership is open to any student interested in participating and promoting an artistic community. To maintain active status in the Art Association members must maintain at least a 2.0 cumulative GPA, attend monthly meetings and participate in Art Association sponsored activities. The Art Association coordinates the following activities throughout the academic year:

- Monthly field trips to gallery openings in Kansas City, Mo.
- Art Association Annual Juried Student Art Exhibition
- The biannual Art Show and Sale held in conjunction with Clay Club
- Trips to major art museums and art centers throughout the region

### Art Education Club

The Northwest Missouri State University Student Chapter of the National Art Education Association (a.k.a. Art Education Club) is a Student Senate recognized organization.

The purposes of the Art Education Club are to provide a smooth transition from art education preparation to professional practice, to raise and maintain a high standard of quality art education on campus and the surrounding area, to gain greater insight and perspective about the teaching of art and contemporary concepts in art education, to sponsor service projects, to promote an exchange of ideas in art education and to recruit and enlist future art teachers. Art Education Club members participate in a variety of fundraising activities each school year. Funds raised are used to support the Art Education Club Scholarship Fund and to support other Art Education Club activities such as attendance at state and national art education conferences, guest speakers and service projects.

Membership is open to anyone interested in art education. Membership in the Art Education Club is obtained by becoming a student member of the National Art Education Association (NAEA), which includes student membership in the Missouri Art Education Association. Dues for national student membership are set by NAEA and include such benefits as subscriptions to Art Education and NAEA News, reduced registration fees at state and national conventions, member discounts on all NAEA publications and teaching resources, job placement service and other benefits.

### Big Shoe Graphics

Big Shoe Graphics is a work-for-profit student run advertising agency. Clients present their needs to the students and teams produce concepts that might be accepted and paid for by the client. Mr. Warner acts as the Senior Art and Creative Director for the students and coordinates work done for the clients. Once a client is satisfied with the layout proposal, advanced students act as freelancers creating the work under the guidance of Mr. Warner. The tag line for Big Shoe Graphics is "An experience you can profit from," and over the years they have created logos for hospitals, start-up companies, 96-page children's books, brochures, Web sites, animations, interactive tutorials, textile designs and creative writing magazines.

### Clay Club

Clay Club is a student organization for Ceramics students; students involved in Clay Club are intermediate and advanced level students.

The mandate of Clay Club is:

- Support Ceramics Studio events at Northwest such as visiting artists.
- Support co-curricular activities beyond campus such as field trips to regional ceramics shows, symposia or lectures.
- Support field trips to regional ceramic artists' studios and galleries.
- Provide funding for NCECA Conference attendance.
- Clay Club also gives Ceramics students the opportunity to sell their works to offset tuition and/or art materials costs.
- As community service, the club sponsors an "Empty Bowls" fundraising dinner, which raises money for Maryville's food bank.

### INTERNSHIP OPPORTUNITIES

The Department of Art sponsors internships for students emphasizing graphic design in such venues as newspapers, campus publications, magazine and catalog publishers. Internships are not limited to the previous list, nor to the immediate area; Northwest students have held internships across the country.

### CAREER OPPORTUNITIES

Northwest art graduates have gone on to a variety of careers:

- Advertising agencies
- American University
- Elementary and secondary schools
- Graduate study
- Jeweler, Meierotto's

### TEST-OUT POLICY

Credit by examination through the department is not available for any course in the department.

### DEPARTMENT OF ART

Northwest Missouri State University  
800 University Drive  
Maryville, MO 64468-6001  
660.562.1326  
[www.nwmissouri.edu/dept/art](http://www.nwmissouri.edu/dept/art)

### OFFICE OF ADMISSIONS

Northwest Missouri State University  
800 University Drive  
Maryville, MO 64468-6001

1.800.633.1175  
[admissions@nwmissouri.edu](mailto:admissions@nwmissouri.edu)

[www.nwmissouri.edu](http://www.nwmissouri.edu)