

PAINTING - MINOR

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

About This Program

The Painting minor is an introduction to fundamental image-making and the use of form in painting through working from observation and conceptual projects. Emphasis in the minor is on students' continued development in painting towards self-initiated creative practice.

Contact Information

- **Gianna Commito** | gcommito@kent.edu | 330-672-7536
- Speak with an Advisor
 - Kent Campus
 - Stark Campus

Program Delivery

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

Admission Requirements

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

Program Requirements

Minor Requirements

Code	Title	Credit Hours
Minor Requirements		
ART 10022	2D COMPOSITION	3
ARTS 14000	DRAWING I	3
ARTS 24061	INTRODUCTION TO PAINTING	3
Studio Art Electives, choose from the following:		9
ARTS 34061	INTERMEDIATE PAINTING	
ARTS 34062	PAINTING STRATEGIES: PROCESS AND CONTENT	
or ARTS 34063	PAINTING STRATEGIES: IMAGE AND CONTENT	
ARTS 44060	ADVANCED PAINTING: PRACTICE AND THEORY	
or ARTS 45080	KENT BLOSSOM ART	
ARTS 45095	SPECIAL TOPICS: STUDIO ART ¹	
Minimum Total Credit Hours:		18

¹ May be used with approval from a faculty or academic advisor.

Graduation Requirements

Minimum Minor GPA	Minimum Overall GPA
2.250	2.000

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

Program Learning Outcomes

Graduates of this program will be able to:

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