

Art & Design History Minor



The Art & Design History Minor offers students an opportunity to focus on an expanded range of historical and contemporary ideas about art, design, media, and visual culture. The minor provides a guided and structured approach to diverse critical methods for exploring the cultural creation, meaning, dissemination, and impact of visual images, objects, and practices.

Eligibility

The Art & Design History minor is open to all majors. Students must be on track in their major and in good academic standing, with fewer than 6 credits behind and a cumulative GPA of 2.0.

Required Courses

AHCS226	Contemporary Art Survey	3	(fall or spring)
-or- AHCS224	Theories and Trends in Contemporary Art, Media and Culture		
AHCS310	Art & Design History Elective*	3	(any semester)
AHCS310	Art & Design History Elective*	3	(any semester)
AHCS310	Art & Design History Elective*	3	(any semester)
LIBS 440	Liberal Studies Capstone**	3	(fall only)

Total Credits

15

**It is recommended that at least one AHCS310 course has a non-western focus. Students who have a discipline specific art/design history requirement for their major may have that count towards one AHCS310 elective. Certain SSCI210, CAIL200, LIBS214, and LIBS314 topics will satisfy this requirement with approval from the Minor Area Head and Chair of Interdisciplinary Studies.*

***LIBS440 Capstone paper should address an Art and Design History topic. LIBS440 Capstone/Senior Thesis for Fine Arts majors will fulfill this requirement. Students who have a dedicated capstone for their major will complete one capstone course that combines both their major and minor.*

See Liberal Arts and Sciences Department for course Descriptions.

Each student will receive an individual Academic Plan that outlines how this minor fits into their major.

For more information about the Art History minor contact:

Michele Jaquis, Professor & Chair
Interdisciplinary Studies
Ahmanson 606
(310) 846 - 2632
mjaquis@otis.edu
www.otis.edu/minors

Liz Hirsch, Assistant Professor
Liberal Arts and Sciences
Ahmanson 303 B
lhirsch@otis.edu

Art & Design History Minor

<https://www.otis.edu/programs/undergraduate/minors/art-design-history.html>

Program Learning Outcomes

Art and Design History Minor student work will demonstrate:

Grow

Disciplinary knowledge and skills • Proficiency in industry-standard skills, technologies, and processes

Advanced visual and information literacy skills, utilizing both traditional and emerging technologies to locate, critically evaluate, ethically use, and effectively communicate art historical research and insights to diverse audiences.

Audience-focused research, historical context, and field-specific discourse

Ability to analyze and contextualize canonical, non-canonical, and marginalized art historical narratives as tools for critical and creative problem-solving in both academic and professional contexts.

Capacity to identify and solve creative problems

Ability to apply art historical methodologies to contemporary challenges in art and design, transforming historical understanding into innovative creative solutions.

Dare

Innovation • Experimentation and play

Engagement in experimental and risk-taking research practices that push the boundaries of historical inquiry, embracing innovative methodologies and challenging conventional interpretations of art, design, and visual culture.

Challenge to the status quo

Critical approaches to the study of art history that challenge normalized assumptions and dominant narratives within the field. This includes questioning traditional hierarchies, exploring alternative perspectives, and advocating for more inclusive and equitable representations of art/design and artists/designers.

Reflect

Self-awareness

Development of self-awareness of one's own biases and perspectives in art historical analysis.

Capacity to communicate (orally, written, and/or visually) about their practice

Ability to clearly articulate the relationship between the field of art history and their majors, and how these studies will help them achieve personal and professional goals.

Capacity to seek, assemble, evaluate, and ethically apply information and ideas from diverse sources in art historical research

Analysis of both ethical and aesthetic impacts of art and design

Articulation of the ethical and aesthetic impacts of art, design and visual culture throughout history and in contemporary society, across diverse geographies and cultures.

Connect

Awareness of positionality – in the world, their field, their communities

Ability to develop and articulate connections across applied studio and Liberal Studies disciplinary perspectives and one's own positionality in these fields.

Integration of skills, information, and concepts

Ability to identify and analyze diverse histories of art and design production, recognizing specific cultural, regional, and temporal contexts, and connecting these histories to real-world applications in current and future creative job markets.

Awareness of how art and design's plural histories connect artists/designers to social justice, community engagement, and the development of intercultural competency and respect.

Shine

Ability to define aspirations, future goals and their role within the creative economy

Ability to articulate the relevance of art historical knowledge to one's major and various career pathways in the creative economy.

Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios

Effective presentation skills in discussing and writing about art and design history.

Professional portfolio showcasing their writing informed by art historical research and a personal vision.