The Master of Fine Arts degree programs (Graphic Design, Studio Art) provide students with a comprehensive experience leading to the terminal MFA degree. The degree programs exhibit the professional intensity and high standards expected of all terminal degree programs. Recognizing the close scholarly and functional relationship between Art and Design, the MFA is cross-disciplinary and combines technical skills, creative work, inquiry, and investigation in ways that focus on the advanced preparation of artists and designers in their areas of specialization.

The MFA programs enable degree holders to become: professional practitioners in art and design, educators, leaders in critical thinking, and significant contributors in the contemporary dialog of their discipline through research and scholarship.

Art Degrees

- Fine Arts M.F.A. (Concentration in Graphic Design) (http://catalog.georgiasouthern.edu/graduate/liberal-arts-social-sciences/art/fine-arts-mfa-concentration-2d-graphic-design)
- Fine Arts M.F.A. (Concentration in Studio Art) (http://catalog.georgiasouthern.edu/graduate/liberal-arts-social-sciences/art/fine-arts-mfa-concentration-2d-studio-art)

**ART 7151 Design Activism**
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Students work together as one unit to investigate current social issues and how to bring about social change through design.

**ART 7152 Design & Semiotics**
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Theoretical and Philosophical principles of signs, signifiers and what is represented is applied to the study of how meaning is created in graphic design. Investigated through studio projects, students will create work that anchors or relays meaning in visual communication.

**ART 7153 Design Exploration**
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Theory and practical application of design problems.

**ART 7154 Design for the User**
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Focus is placed on the relationship between the user and the principles of tangible design. Coursework includes research of existing problems in design, what are the needs of the user, and how design can be restructured to fill those needs to improve user experience.

**ART 7190 Graduate Studio Practice**
3-6 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Intensive studio practice provides the structure for candidates to pursue creative research in order to expand the depth and complexity of their studio based line-of-inquiry, as well as their ability to critically evaluate, understand, and develop their work in the context of contemporary art issues and interdisciplinary practices. Course may be repeated for credit.

**ART 7251 Design Communication**
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
This course explores the problem-solving methods when fusing verbal and visual language into one cohesive body of work. Coursework will emphasize critical readings and analysis of design theories.

**ART 7252 Design Systems**
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Advanced explorations in branding and brand elements. Students will research critical issues in branding while developing a pliable brand that spans into a variety of collateral.
ART 8830  Readings and Research in Art
3 Credit Hours.  3 Lecture Hours.  0 Lab Hours.
Classic and contemporary readings in the field and practice in research
and writing standards for theses support paper.

ART 8999  Master of Fine Arts Thesis
1-6 Credit Hours.  0 Lecture Hours.  0 Lab Hours.
Provides the Master of Fine Arts degree candidate the opportunity of
presenting a visual thesis. The candidate will present an exhibition which
will be supported by a written defense. A major professor will supervise the
creation of the thesis work and the written documentation.