

Department of Visual & Performing Arts

GRACE COLLEGE & GRACE THEOLOGICAL
SEMINARY CATALOG 2026-2027



Department of Visual and Performing Arts

Faculty

Kim M. Reiff, Ph.D., M.F.A.,
Dean, Professor of Visual Art and Design
Art Gallery Director

Walter J. Brath, D.W.S.,
Associate Dean, Associate Professor of Worship Arts
Worship Arts Program Director

Aaron C. Winey, M.F.A.,
Associate Professor of Visual Communication Design
Visual Arts Program Director

Michael L. Yocum, M.A.,
Associate Professor of Communication
Theatre Program Director

Part-time Instructors:

Scott Allen B.M

Jorie Bail, M.A.

Shana Brath B.M

Cynthia M. Bryan, M.A.

Nicole Croy, M.A

Ben Essick, M.A.

Ardis R. Faber, D.A.

Josh Hren, M.A.

Bethany G. Muck, M.A.

Steve Wise, B.M.

Scott Workman, M.M.

Purpose

The department's purpose is to prepare students in knowledge and skills for advanced achievement of their combined capabilities in the select areas of visual and performing arts. These include studio, technology, theory, analysis, history, and performance, composition/improvisation, and repertory.

Goal

In preparation for professional careers in the visual and performing arts our goal is to provide students with studies, practice, and experiences from a Christ-centered perspective that will serve to guide in the development of their ability to: 1) demonstrate excellence in creative work, 2) achieve competency in the use of tools and technology in their areas of specialty, and 3) articulate analytical perceptions in theoretical, cultural and stylistic contexts.

Faith Integration

We look to scripture to understand the source of our creativity. In Genesis 1:1, we read, *In the beginning, God created the heaven and the earth.* Foundational art methods of concept, process, product, and critique are revealed in Genesis 1:2-4. When the earth was in darkness, God conceptualized light. Next came His process and product. He spoke the words, *Let there be light*, and there was light. He then evaluated what He had made and proclaimed that it *was good*.³

Because creativity is an act of worship, our work is infused with our faith. As artists, we envision the great Creator. Being made in His image, we strive to achieve His example of excellence so that we, too, can evaluate our creative work as *good*.

The Visual and Performing Arts Department is dedicated to assisting students in the synthesis of defining their calling as artists, Christians, and professionals that will enable them to communicate with expertise in a visually oriented world.

Program Learning Outcomes

1. Students will demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.^{2,3} 100% participation required. **Assessment:** A senior project or final presentation in the major area is required. (Addresses *Character*)
2. Students will demonstrate competency by developing a body of work for evaluation in the major area of study.² 100% participation required. **Assessment:** Students in visual arts program will exhibit a senior body of work in the public setting; students in the worship arts program will perform a final public recital. (Addresses *Competence*)
3. Students will demonstrate the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.² 100% participation required. **Assessment:** A scholarly product or final presentation relevant to field experience in the major area is required. (Addresses *Service*)?

4. Within the Worship arts and Music Production programs, students will demonstrate the ability to form and defend value judgments about music, and to communicate musical ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.³ **Assessment:** A scholarly product or final presentation relevant to field experience in the major area is required. (Addresses *Service*)

References:

¹See The Holy Bible, King James Version (2010). Genesis, (p 1). Grand Rapids, MI: Zondervan.

² See NASAD (National Assoc. of Schools of Art and Design) Handbook (2019-20), pp 100. (VIII.B., C.)

³ See NASM (National Assoc. of Schools of Music) Handbook (2019-20), pp 103. (VIII.C., 1., 2)

OVERVIEW OF VISUAL AND PERFORMING ARTS PROGRAMS

Visual Art and Design

Art and Visual Culture (major and minor)
Eco-Art (Ecological Art) (major and minor)
Photography (major and minor)
Graphic Design (major and minor)

Theatre and Worship Arts Music

Theatre Arts (minor only)
Music Arts (minor only)
Worship Arts (major and minor)
Music Production (major and minor)

Students selecting one of the following majors, Art and Visual Culture, Eco-Art, Photography, or Graphic Design are required to also select one minor for their course of study. Students who have received permission to double major (one major inside the field of visual and performing arts and one major outside the field of visual and performing arts) are not required to fulfill a minor. Elective courses must be unique to each major and/or minor.

Students majoring in Worship Arts or Music Production are not required to fulfill a minor.

A Bachelor of Arts degree candidate completes the required 6 credit hours of a foreign or biblical language, while the requirements for a Bachelor of Science degree include 3 credit hours of math and 3 credit hours of a science or social science.

Students who select a visual arts major within the department of Visual and Performing Arts will be required to complete a Portfolio Review after 9 credit hours in the major area of study. Visual arts majors include Art and Visual Culture, Eco-Art, Photography, and Graphic Design. Please see the Visual Arts Handbook for details.

The type of work that constitutes a visual arts portfolio includes but is not limited to, concept and ideation sketches, observational drawing, design composition, photography, illustrative rendering, painting, three-dimensional form, as well as art historical research, and artist defense papers.

Visual Art and Design Majors

ART AND VISUAL CULTURE MAJOR

The requirement for this major is 51 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The art and visual culture major focuses on the breadth of studio art informed by art historical and contemporary cultural perspectives. The major is designed to develop the student's visual sensitivity and technical skills through theoretical research and creative practice. Exploring art and artifacts from Western and Non-Western artistic traditions, the student will make workable connections between concept and medium derived from new understandings of cultural artforms from geographic locations across the world.

Studio Art Requirements (18 credits):

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 2400 Painting I: Acrylic Medium
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design
VCD 2310 Intro to Graphic Design

Art History and Visual Culture Requirements (9 credits):

ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History

Senior Portfolio Requirements (9 credits):

VCD 4480 Advanced Visual Practicum
VCD 4410 Senior Art/Design Portfolio Preparation
VCD 4420 Senior Art/Design Portfolio

Experiential Learning – choose from the following (3 credits):

ART 4730 Art Internship
ART 2030 Applied Field Research in Art

Select one concentration option requirements (15 credits):

Concentration: Illustration

ART 3450 Digital Drawing/Painting
ART 4000 Illustration for Communication
VCD 3420 Typography
VCD 3480 Visual Narrative

Choose 1 of the following:

ART 2720 Drawing II: Observational Rendering
ART 3180 Painting II: Watercolor Medium

Concentration: Studio Art

Choose 5 classes from above or below:

ART 4210 Selected Topics in Art History (may repeat)
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
PHT 3600 Digital Photography II: Studio Processes
PHT 3800 Photography III: Alternative Processes

VCD 2550 Fundamentals of Video Production
VCD 3200 Motion Graphics

Courses not used to fulfill Elective requirements may be used to fulfill total graduation credits.

ECO-ART (Ecological Art) MAJOR

The requirement for this major is 53 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The degree in “Eco-Art” (Ecological Art) is an interdisciplinary approach to the study of the visual arts and our natural ecosystems. The examination of visual art theory and practice, environmental studies and ethics, and government and social constructs, provides the framework for students to explore environmental issues on a local, regional, and global scale. Through independent studio and collaborative field-based research, students examine and respond to contemporary issues through visual form. This major explores art’s role as a critical and creative catalyst for change.

Visual Arts Foundation Requirements (9 hours):

ART 2110 Art and Design Fundamentals
ART 3520 Contemporary Visual Culture
VCD 2310 Intro to Graphic Design

Concentration Required – select one option (9 hours):

Concentration 1: Graphic Design

VCD 3420 Typography
VCD 3510 Graphic Design II: Production Processes
VCD 3700 Graphic Design II: Creative Ideation

Concentration 2: Studio Arts

ART 1200 Drawing I
ART 2400 Painting I: Acrylic Medium
VCD 2120 Three-Dimensional Design

Concentration 3: Photographic Arts

PHT 2600 Intro to Digital Photography
PHT 3600 Digital Photography II: Studio Processes
PHT 3800 Digital Photography III: Alternative Processes

Visual Arts Portfolio Requirements (9 hours):

VCD 4480 Advanced Visual Practicum
VCD 4410 Senior Art/Design Portfolio Preparation
VCD 4420 Senior Art/Design Portfolio

Environmental Studies Requirements (11 hours):

ENV 2110 General Ecology
ENV 2120 General Ecology Lab
ENV 3210 Aquatic Ecology
ENV 3220 Aquatic Ecology Lab
ENV 3410 Environmental Ethics

Political and Social Science Requirements (9 hours):

POS 2200 Intro to American Government
POS 3010 State and Local Government
SOC 2140 Social Problems

Experiential Learning – choose from the following (3 hours):

VCD/ART/PHT 4730 Internship Graphic Design / Art / Photography
ENV 4810-30 Field Education
VCD/ART/PHT 2030 Applied Field Research in Graphic Design / Art / Photography

Electives – choose from the following (3 hours)

ART 2720 Drawing II: Observational Rendering
ART 3180 Painting II: Watercolor Medium
ART 3450 Digital Drawing/ Painting
or any ART, VCD, BIO, ENV, GEO, POS

Courses not used to fulfill Elective requirements may be used to fulfill total graduation credits.

NOTE: Course descriptions for ENV can be found in the Department of Science and Mathematics course listings. Course descriptions for GEO and POS can be found in the Department of Humanities course listings. Course descriptions for SOC can be found in the Department of Behavioral Science course listings.

PHOTOGRAPHY MAJOR

The requirement for this major is 51 credit hours for either a Bachelor of Arts or a Bachelor of Science degree. The photography major will provide students a foundation for understanding photographic techniques and processes used within the industry and its relationship to visual disciplines and influence on culture. The purpose of the photography major is to develop proficient individualized conceptual and technical skills to produce imagery that will visually communicate in a variety of marketplaces.

Photography Requirements (24 hours):

ART 2110 Art and Design Fundamentals
PHT 2600 Intro to Digital Photography
PHT 3600 Digital Photography II – Studio Lighting
PHT 3800 Photography III – Alternative Processes
VCD 2310 Intro to Graphic Design
VCD 2550 Fundamentals of Video Production
VCD 3200 Motion Graphics
VCD 3480 Visual Narrative

Art History

Select two (6 hours):

(remaining course may be used as elective)
ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History

Senior Portfolio Requirements (9 hours):

VCD 4480 Advanced Visual Practicum
VCD 4410 Senior Art/Design Portfolio Preparation
VCD 4420 Senior Art/Design Portfolio

Experiential Learning – (3 hours):

PHT 4730 Photography Internship
PHT 2030 Applied Field Research in Photography

Photography Electives – (9 hours):

Choose from the following

ART 1200 Drawing I
ART 2400 Painting I: Acrylic Medium
ART 3180 Painting II: Watercolor Medium
ART 3450 Digital Drawing/Painting
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
VCD 2120 Three-Dimensional Design
VCD 3840 Selected Topics in Art/Design
WMU 2700 Lighting and Live Production
WMU 2800 Live Sound Production

May select unused art history courses:

ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History (*may be repeated*)

GRAPHIC DESIGN MAJOR

The requirement for this major is 51 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

A degree in graphic design will provide a strong foundation for careers within the innovative field of visual communication design. This major offers structured concentrations for study in design or illustration. The purpose of the major is to develop skills as visual thinkers through application of concept, process, product, and critique. This major provides opportunities to focus on relationships between audience, context, and content, and to address the physical, cultural, and technological aspects in visual communication design.

The student will choose one of two concentrations: *Design* or *Illustration*. The *Design* concentration offers opportunities for study in static and dynamic formats such as print based, interactive, and environmental application. The *Illustration* concentration focuses on developing artistic abilities in visual imagery in context of an associated narrative through knowledge of illustrative rendering.

Graphic Design Foundation Reqs (30 hours):

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
PHT 2600 Intro to Digital Photography
VCD 2310 Intro to Graphic Design
VCD 3200 Motion Graphics
VCD 3420 Typography
VCD 3510 Graphic Design II: Production Processes
VCD 3620 Typography II
VCD 3700 Visual Communication Design III
VCD 3770 Visual Identity Design

Senior Portfolio Requirements (9 hours):

VCD 4480 Advanced Visual Practicum
VCD 4410 Senior Art/Design Portfolio Preparation
VCD 4420 Senior Art/Design Portfolio

Experiential Learning (3 hours):

Choose from the following

VCD 4730 Graphic Design Internship
VCD 2030 Applied Field Research in Visual Communication Design

Art History Select two(6 hours):

(remaining course may be used as elective)

ART 3510 Art History – A Global Context
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History

Graphic Design Elective –(3 hours):

Select 1 Course from the Options Below

ART 3450 Digital Drawing/Painting
ART 4830 Advanced Individual Studies
ART 4000 Illustration for Communication
PHT 3600 Photography II: Studio Lighting
VCD 2120 Three-Dimensional Design
VCD 2550 Fundamentals of Video Production
VCD 3480 Visual Narrative
VCD 3840 Selected Topics in Art/Design

Visual Art and Design Minors

ART AND VISUAL CULTURE MINOR

Intended for students pursuing any major area of study. This minor focuses on the breadth of studio art and visual culture. It provides an opportunity for students to engage in creative practice while gaining understanding of art historical and contemporary cultural perspectives. The requirement for the minor is 21 credit hours.

For students majoring inside the field of art:

Art and Visual Culture Requirements (18 hours):

ART 1200 Drawing I
ART 2400 Painting I: Acrylic Medium
ART 2720 Drawing II: Observational Rendering
ART 3180 Painting II: Watercolor Medium
ART 3450 Digital Drawing/Painting
ART 4230 Art Integrations
ART 4000 Illustration for Communication
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design

Art History Choose one course from the following (3 hours):

(remaining course may be used as elective)

ART 3510 Art History - A Global Context

ART 3520 Contemporary Visual Culture

ART 4210 Selected Topics in Art History *(may be repeated)*

ART AND VISUAL CULTURE MINOR

For students majoring outside the field of art

Art and Visual Culture Requirements (12 hours)

ART 1200 Drawing I

ART 2110 Art and Design Fundamentals

ART 3520 Contemporary Visual Culture

VCD 2310 Intro to Graphic Design

Choose one Art History from the following (3 hours):

(remaining course may be used as elective)

ART 3510 Art History - A Global Context

ART 4210 Selected Topics in Art History *(may be repeated)*

Art Electives (6 hours)

Choose Two courses from the following:

ART 2400 Painting I: Acrylic Medium

ART 2720 Drawing II: Observational Rendering

ART 3180 Painting II: Watercolor Medium

ART 3450 Digital Drawing/Painting

ART 4230 Art Integrations

ART 4000 Illustration for Communication

PHT 2600 Intro to Digital Photography

VCD 2120 Three-Dimensional Design

NOTE: ART 2110 is required on all visual arts department major checksheets

VCD 2310 is required on all visual arts department major checksheets

If any courses above have been used to meet a requirement for your major in the department, please select another course.

ECO-ART (Ecological Art) MINOR

Intended for students pursuing any major area of study. The requirement for the minor is 22-23 credit hours.

For students majoring inside the field of art:

Requirements (13 hours)

ART 3520 Contemporary Visual Culture

ENV 2110 General Ecology

ENV 2120 General Ecology Lab

ENV 3410 Environmental Ethics

POS 2200 Intro to American Government

Electives (9-10 hours)

Choose any three from the following lists:

Visual Arts:

ART 1200 Drawing I
ART 2720 Drawing II: Observational Rendering
ART 2400 Painting I: Acrylic Medium
ART 3180 Painting II: Watercolor Medium
ART 3450 Digital Drawing/Painting
ART 4000 Illustration for Communication
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design
VCD 3420 Typography
VCD 3510 Graphic Design II: Production Processes

Environmental Studies:

ENV 3210 Aquatic Ecology
ENV 3220 Aquatic Ecology Lab

Political and Social Sciences:

POS 3010 State and Local Government
SOC 2140 Social Problems

Note:

ART 2110 is required on all visual arts department major checksheets

VCD 2310 is required on all visual arts department major checksheets

For students majoring outside the field of art:

Requirements (19 hours)

ART 2110 Art and Design Fundamentals
ART 3520 Contemporary Visual Culture
ENV 2110 General Ecology
ENV 2120 General Ecology Lab
ENV 3410 Environmental Ethics
POS 2200 Intro to American Government
VCD 2310 Intro to Graphic Design

Electives - (3-4 hours):

Choose from any three from the following lists:

Visual Arts:

ART 1200 Drawing I
ART 2720 Drawing II: Observational Rendering
ART 2400 Painting I: Acrylic Medium
ART 3180 Painting II: Watercolor Medium
ART 3450 Digital Drawing/Painting
ART 4000 Illustration for Communication
PHT 2600 Intro to Digital Photography
VCD 2120 Three-Dimensional Design
VCD 3420 Typography
VCD 3510 Graphic Design II: Production Processes

Environmental Studies:

ENV 3210 Aquatic Ecology
ENV 3220 Aquatic Ecology Lab

Political and Social Sciences:

POS 3010 State and Local Government
SOC 2140 Social Problems

Courses not used to fulfill Elective requirements may be used to fulfill total graduation credits.

FILM STUDIES MINOR

This minor is intended for students pursuing any major area of study. The requirement for the film studies minor is 22 credit hours.

Los Angeles Film Studies Center Requirements (16 hours):

CIN 0010 Los Angeles Film Studies Center
(For updated curriculum see <https://lafilmstudies.org> and Grace College Film Studies minor checksheet)

Film Studies Requirements – Grace campus (6 hours):

CIN 3290 Intro to Film, Faith, and Contemporary Culture
VCD 2550 Fundamentals of Video Production

*The Film Studies minor is designed for member institutions of the Council for Christian Colleges and Universities (CCCU), but also open to students from non-CCCU schools. Sixteen credit hours of the minor are taken on location in Los Angeles, California. Six credit hours are taken at Grace College, Winona Lake campus.

Notes about this minor: To be eligible for LAFSC, students must be at the Junior or Senior level. The application is a three-step process. Students will need to:

- 1) Apply through Grace Institute for Global Studies: global@grace.edu, one year in advance of the experience;
- 2) Confirm all costs and make financial arrangements with the Grace Business Office;
- 3) Apply directly to the LAFSC program through Olivet Nazarene University lafilmstudies.org at least 2-3 months in advance of the semester experience.

For application timeline see Grace website and Academic Catalog. For more information about LAFSC, visit Olivet Nazarene website: olivet.edu, and contact Grace Institute for Global Studies: global@grace.edu.

PHOTOGRAPHY MINOR

Intended for students pursuing any major area of study. The requirement for the photography minor is 21 credit hours.

For students majoring within the field of art:

Requirements – (21 hours)

Choose seven from the following lists:

Photography Foundation:

PHT 2600 Intro to Digital Photography
PHT 3600 Photography II – Studio Lighting
PHT 3800 Photography III – Alternative Processes

Breadth of focus:

ART 3450 Digital Drawing/Painting
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History
VCD 2550 Fundamentals of Video Production
VCD 3200 Motion Graphics
VCD 3480 Visual Narrative
WMU 2700 Lighting and Live Production
WMU 2800 Live Sound Production

For students majoring outside the field of art:

Photography Requirements (15 hours):

ART 2110 Art and Design Fundamentals
PHT 2600 Intro to Digital Photography
PHT 3600 Photography II: Studio Lighting
PHT 3800 Photography III: Alternative Processes
VCD 2310 Intro to Graphic Design

Electives - choose from the following (6 hours):

ART 3450 Digital Drawing/Painting
ART 3520 Contemporary Visual Culture
ART 4210 Selected Topics in Art History
VCD 2550 Fundamentals of Video Production
VCD 3200 Motion Graphics
VCD 3480 Visual Narrative
VCD 4480 Advanced Visual Practicum
WMU 2700 Lighting and Live Production
WMU 2800 Live Sound Production

Courses not used to fulfill Elective requirements may be used to fulfill total graduation credits.

NOTE: ART 2110 Art and Design Fundamentals, VCD 2310 Visual Communication Design I, and VCD 4480 Advanced Visual Practicum are required on all visual arts department major checksheets. If any courses above have been used to meet a requirement for your major in the department, please make another selection.

GRAPHIC DESIGN MINOR

Intended for students pursuing any major area of study. The requirement for the minor is 21 credit hours.

For students majoring within the field of art:

Requirements – (6 hours):

Visual Art Foundation:

ART 1200 Drawing I
ART 3520 Contemporary Visual Culture

ELECTIVES (15 credits)

Choose any five from the following lists:

ART 3450 Digital Drawing/ Painting
ART 4000 Illustration for Communication
PHT 2600 Intro to Digital Photography
VCD 3200 Motion Graphics
VCD 3420 Typography
VCD 3480 Visual Narrative
VCD 3510 Graphic Design II: Production Processes
VCD 3620 Typography II
VCD 3700 Graphic Design III: Creative Ideation
VCD 3770 Visual Identity Design

For students majoring outside the field of art:

Requirements (15 hours):

Visual Art Foundation:

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 3520 Contemporary Visual Culture
VCD 2310 Intro to Graphic Design
VCD 3420 Typography

Electives – (6 hours):

Choose any two from the following lists:

ART 3450 Digital Drawing/Painting
ART 4000 Illustration for Communication
PHT 2600 Intro to Digital Photography
VCD 3200 Motion Graphics
VCD 3480 Visual Narrative
VCD 3510 Graphic Design II: Production Processes
VCD 3620 Typography II
VCD 3700 Graphic Design III: Creative Ideation
VCD 3770 Visual Identity Design

Courses not used to fulfill Elective requirements may be used to fulfill total graduation credits.

NOTE: ART 2110 is required on all visual arts department major checksheets.

VCD 2310 is required on all visual arts department major checksheets.

If any courses above have been used to meet a requirement for your major in the department, please make another selection.

Performing Arts - Theatre Arts

THEATRE MINOR

Intended for students pursuing any major area of study. The requirement for the theatre arts minor is 21 credit hours.

Theatre Minor Requirements (21 hours):

- THT 3210 Introduction to Theatre
- THT 3130 Stagecraft
- THT 3250 Fundamentals of Acting
- THT 4250 Directing
- THT 4260 Religious Drama Workshop

Applied Performance and Production (3 hours):

- THT 4430 Applied Performance and Production

Electives – (3 hours):

Choose from the following:

- CIN 3290 Introduction to Film, Faith, and Contemporary Culture
- LIT 3261 Genre Study: Drama
- LIT 3825 Global Shakespeare
- WMU 2700 Lighting and Live Performance

NOTE: Course descriptions for LIT can be found in the Department of English/Literature/Language course listings, while CIN and WMU in the Department of Visual and Performing Arts.

Performing Arts - Worship Arts Music Majors

WORSHIP ARTS MAJOR

The requirement for this major is **69-70** credit hours for either a Bachelor of Arts or a Bachelor of Science degree. A minor is not required with this major.

This major provides students opportunities to develop skills that fuse musical talents with leadership, technology, visual art and design or theatre arts for the purpose of serving in a worship environment. Through the creative arts approach, students prepare for the integration of music as a form of worship in a Christian worship environment. Students combine musicianship with theology, and live performance and production, and a creative arts emphasis area. Music proficiency focus is on keyboard, voice, percussion, and guitar. Prior placement into the program or permission of program director is required for this major.

Worship Arts Foundation Courses (33 hours):

- BBL 2011 Understanding the Old Testament I
- BBL 2013 Understanding the Old Testament II
- BBL 2020 Understanding the New Testament
- WMU 1300 Worship Music Theory Fundamentals
- WMU 2600 Worship Music Theory I
- WMU 3100 Worship Music Theory II
- WMU 3400 Worship Music Theory III
- WMU 2610 Worship Planning and Administration
- WMU 3770 History of Christian Worship
- WMU 4200 Biblical Theology of Worship Arts
- WMU 4620 Senior Capstone – Form and Analysis

Music Lab: Performance Development & Lessons (18 hours):

WMU 2001 – Lab 1; WMU 2002 - Lab 2; WMU 3001 - Lab 3
WMU 3002 - Lab 4; WMU 4001 - Lab 5; WMU 4002 - Lab 6

Electives – (3 hours):

Choose from the following

WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4350 Musical Improvisation
WMU 4830 Advanced Individual Study in Worship Arts

Concentrations - (at least 15 hours):

Worship Leadership or Worship Music Director (15 hours)

BBL 3090 Spiritual Formation
WMU 2500 Songwriting
WMU 3510 Worship Arts Technology
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion
WMU 4730 Worship Arts Internship

Intercultural Music (15 hours)

MIS 2010 Intro to World Missions
MIS 4960 Cross Cultural Internship
MIS 2100 History of World Missions
ICS 3110 Intercultural Communications
ICS 3210 Applied Cultural Anthropology
WMU 4150 Intercultural Worship Analysis

***Nashville Contemporary Music Center (16 hours)**

**WMU 4550 Requires Junior or Senior academic level
Select Music Track Options (see cmcnashville.com)

Theatre Arts (15 hours)

THT 3210 Introduction to Theatre
THT 3130 Stagecraft
THT 3250 Fundamentals of Acting
THT 4250 Directing **OR**
THT 4260 Religious Drama Workshop
WMU 4730 Worship Arts Internship

NOTE: Course descriptions for BBL can be found in the Department of Biblical Studies course listings.

*For more information on the Nashville Contemporary Music Center, please see cmcnashville.com.

**For more information and application deadlines, contact Grace Institute for Global Studies:
global@grace.edu.

MUSIC PRODUCTION MAJOR

The requirement for this major is **69-70** credit hours for either a Bachelor of Arts or a Bachelor of Science degree. A minor is not required with this major.

This major provides students with opportunities to fuse music production abilities with skills in leadership, for the purpose of serving in a worship environment, production studio, or school. Students combine abilities that prepare them to conceive, organize, and record musical

performances in the studio. Functional performance abilities on keyboard, guitar, percussion or voice would be expected in addition to the primary emphasis area. Utilizing individual artistic expression as a form of worship, students prepare to employ media and technologies, including video and lighting, in the development and production of music and worship experiences.

Worship Arts Requirements (33 hours):

BBL 3090 Spiritual Formation
VCD 2550 Fundamentals of Video Production
WMU 1300 Worship Music Theory Fundamentals
WMU 2600 Worship Music Theory I
WMU 3100 Worship Music Theory II
WMU 2700 Lighting and Live Production
WMU 2800 Live Sound Production
WMU 2610 Worship Planning and Administration
WMU 3770 History of Christian Worship
WMU 4200 Biblical Theology of Worship Arts
WMU 4620 Senior Capstone – Form and Analysis

Music Lab: Performance Development & Lesson (18 hours):

3 credits each:

WMU 2001 – Lab 1; WMU 2002 - Lab 2; WMU 3001 - Lab 3
WMU 3002 - Lab 4; WMU 4001 - Lab 5; WMU 4002 - Lab 6

Electives - choose from the following (3 hours):

WMU 4400 Advanced Recording II
WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4350 Musical Improvisation
WMU 4830 Advanced Individual Study in Worship Arts

Concentrations - select one option (at least 15 hours):

Music Production (15 hours)

WMU 2460 Intro to Recording
WMU 4300 Advanced Recording
WMU 2500 Songwriting
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion
WMU 4730 Worship Arts Internship

*** Nashville Contemporary Music Center (16 hours)**

****WMU 4550 Requires Junior or Senior academic level**

NOTE: Course descriptions for BBL can be found in the Department of Biblical Studies course listings.

*For more information on the Nashville Contemporary Music Center, please see cmcnashville.com.

**For more information and application deadlines, contact Grace Institute for Global Studies:

global@grace.edu

Performing Arts - Worship Arts Music Minors

MUSIC ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the music arts minor is 21 credit hours. Prior placement into the program or permission of program director is required for this minor.

Music Arts Requirements (15 hours):

- WMU 1300 Worship Music Theory Fundamentals
- WMU 2600 Worship Music Theory I
- WMU 2610 Worship Planning and Administration
- WMU 3100 Worship Music Theory II
- WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Music Lab Performance & Lessons(6 hours):

- WMU 2001 – Lab 1
- WMU 2002 – Lab 2

MUSIC PRODUCTION MINOR

Intended for students pursuing any major area of study. The requirement for the music production minor is 21 credit hours. Placement into the program or permission of program director is required for this minor.

Music Technology Courses (15 hours):

- WMU 1300 Worship Music Theory Fundamentals
- WMU 2460 Introduction to Recording
- WMU 2610 Worship Planning and Administration
- WMU 3510 Worship Arts Technology
- WMU 4300 Advanced Studio Recording

Music Lab: Performance Development & Lessons (6 hours):

- WMU 2001 – Lab 1
- WMU 2002 – Lab 2

WORSHIP ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the worship arts minor is 21 credit hours. Prior placement into the program or permission of the program director is required for this minor.

Worship Arts Courses (15 hours):

- WMU 1300 Worship Music Theory Fundamentals
- WMU 2600 Worship Music Theory I
- WMU 3100 Worship Music Theory II
- WMU 2610 Worship Planning and Administration
- WMU 4200 Biblical Theology of Worship Arts

Music Lab: Performance Development and Lesson Laboratory (6 hours):

- WMU 2001 – Lab 1
- WMU 2002 – Lab 2

COURSE DESCRIPTIONS

VISUAL ART AND DESIGN COURSES

ART 1200 Drawing I

An introductory course focusing on developing fundamental drawing skills and improving visual perception. The primary emphasis is on structural drawing and composition using dry media. A variety of studio exercises will be used. Three hours.

ART 2030 Applied Field Research

An experiential focused research in the visual arts field with specific study applicable to studio, analysis, history, or technology. By consent of the department chair only. May be repeated for credit. Three hours.

ART 2110 Art and Design Fundamentals

From the simple application of color to the complex devices that create illusionary space, this foundational lecture/studio course concentrates on the basic elements of two- and three-dimensional design. Students will apply aesthetics and theoretical methods. Oral and written art criticisms are employed. Three hours.

ART 2400 Painting I

The study and application of acrylic paint media with an emphasis on aesthetic and technical knowledge. Skill advancement through the development of final artworks from original concept, process, and completion will be expected. The application of personal style will be employed. Prerequisite: ART 1200 and ART 2110 or permission of instructor. Three hours.

ART 2720 Drawing II: Observational Rendering

This course focuses on aesthetic theory and practice of representational drawing. Observational rendering examines subject matter in natural and constructed environments, and in context of micro/macro-organic forms. The course includes sketchbook journal development. Prerequisite: ART 1200. Three hours.

ART 3180 Painting II: Watercolor Medium

Students learn advanced techniques and skills in watercolor media application. Exploration of themes will include original concepts such as landscape, still life, and portraiture. Prerequisite: ART 2400, or permission of instructor. Three hours.

ART 3450 Digital Drawing/Painting

This course explores unique expressive applications of the student's drawing ability through digital technology. Included are experiments in structural digital drawing, sketching, and painting utilizing Procreate. Students may use other digital software for assignment completion. Prerequisite: ART 1200 and ART2110. Three hours.

ART 3510 Art History: A Global Context

A contextual global survey of Non-Western and Western visual art. From pre-history to the Modern era, this course examines visual expressions that include original and indigenous art, architecture, and artifacts from the continental geographical locations of Africa, East and West Asia, the Americas, and Europe. Three hours. Open to all majors.

ART 3520 Contemporary Visual Culture

In context of contemporary visual art this course examines the complexities of aesthetics and meaning as expressed through cultural constructs. Analysis will consider the artwork and

viewer, and how intention, production, and reception are interrelated. The study will include visual artworks created for cultural awareness relevant to our natural environment, urban settings, and place-making galleries. Research will explore contemporary visual artworks from continental geographical locations of Africa, East and West Asia, the Americas, and Europe. Three hours. Open to all majors.

ART 4000 Illustration for Communication

This course introduces processes, theories, and techniques used in illustration. Students develop visual skills using manual and digital illustrative methods to meet a variety of communication goals. Three hours. Prerequisite: VCD 2310 Intro to Graphic Design and either ART 2400 Painting I or ART 3450 Digital Draw Painting.

ART 4210 Selected Topics in Art History

Selected art historical or contemporary topics. Content may include studio-based research or experiential art that coincides with selected topic of study. (Example topic rotations: *History of Christian Art* and *History of Photographic and Digital Arts*.) Open to all majors. Repeatable with differing topics. Three hours.

ART 4230 Art Integrations

Advanced level synthesis in making art forms with cross-discipline or community integration that results in artwork developed for a final portfolio, exhibition, community or public installation. Prerequisite: Second or third year visual arts student, or permission of instructor. Three hours.

ART 4730 Art Internship

Qualified visual arts majors receive on-the-job training at a cooperating organization. Prerequisite: Approval by program director and department chair. Three hours.

ART 4830 Advanced Individual Studies

This advanced level visual arts research course focuses on an individual topic selected by the student and results in a visual arts product that contributes to the student's senior portfolio and art/design exhibition. This may include traditional dry, wet, mixed, or digitized media integrating major and minor fields of studies. Prerequisite: completion of major course requirements, approval of research proposal by lead faculty, and permission of department chair. Three hours. May be repeated up to 6 hours.

CIN 0010 (L.A.F.S.C.) Los Angeles Film Studies Center

The Film Studies minor is designed for member institutions of the Council for Christian Colleges and Universities (CCCU), but also open to students from non-CCCU schools. A 16-credit curriculum that includes training in practical production, faith integration, and electives in screenwriting, acting, and visual storytelling. Sixteen credit hours of the minor are taken on location in Los Angeles, CA at the LA Film School. For program costs see: <https://lafilmstudies.org/program/>.

To be eligible for LAFSC, students must be at the Junior or Senior level. The application is a three-step process. Students will need to:

- 1) Apply through Grace Institute for Global Studies: global@grace.edu, one year in advance of the experience;
- 2) Confirm all costs and make financial arrangements with the Grace Business Office;
- 3) Apply directly to the LAFSC program at least 2-3 months in advance of the semester experience via contact@lafilmstudies.org.

Note: At the time of this Catalog revision, the LAFSC program is offered only in Spring semesters during the academic year. Grace application deadline is no later than April 1 for the following Spring LAFSC experience. For more information about LAFSC program and costs: contact@lafilmstudies.org or <https://lafilmstudies.org/program/> and contact Grace Institute for Global Studies: global@grace.edu.

CIN 3290 Introduction to Film, Faith, and Contemporary Culture

This introductory course examines film as an art form. Students will learn to critically read and analyze techniques in filmmaking. This course will also investigate the relationship of film to faith and contemporary culture. (Replaces CIN 3270 and CIN 3300) Three hours.

HUM 2100 Creative Arts and Culture (General Education Core Required Course)

Through the landscape of cultural history, this course explores the human phenomenon of creativity from prehistoric culture to our contemporary urban society. Posing the question “Why creative arts?” this course examines how creativity and culture define and reflect each other. Viewed through a global, chronological, or thematic approach and in context of time and place, interrelationships of various modes of expression are presented for works of art, music, and literature. During the course, students are required to select two experiential activities (beyond Grace campus) for engaging in creative arts and culture. Examples include, but are not limited to, art museums, gallery exhibits, visual and performing arts festivals, international/cultural festivals, symphony orchestras, music concerts, theatrical productions, and literary events. Grace Core requirement. Course fees apply. Three hours.

PHT 2030 Applied Field Research in Photography

An experiential focused research in the photographic arts with specific study applicable to studio, analysis, history, or technology. By consent of department chair only. May be repeated for credit. Three hours.

PHT 2600 Intro to Digital Photography

This course provides foundational instruction for the digital camera. Students will learn manual settings for capturing photographic images. DSLR camera required. Open to all majors. Studio fees apply. Three hours.

PHT 3600 Photography II: Studio Lighting

This course focuses on studio lighting techniques for product and portrait photography. DSLR (digital) camera required. Prerequisite PHT 2600. Studio fees apply. Three hours.

PHT 3800 Photography III: Alternative Processes

This course explores advanced alternative processes in film and digital application. Students will focus on conceptual abilities, photographic experimentation, and technical processes. Each student must provide a DSLR (digital); an SLR (film) camera or specialty camera may be utilized. Prerequisite: PHT 2600. Studio fees apply. Three hours.

PHT 4730 Photography Internship

Qualified visual arts majors receive on-the-job training at a cooperating organization. Prerequisite: Approval by program director and department chair. Three hours.

VCD 1010 Graphic Design for Non-Designers

This course provides and introduction to graphic design concepts, analysis, and sourcing to non-design students.

VCD 2030 Applied Field Research in Design

An experiential focused research in areas of visual communication design or illustration with specific study applicable to studio, analysis, history, or technology. By consent of department chair only. May be repeated for credit. Three hours.

VCD 2120 Three-Dimensional Design

This is an introductory studio course in the varied principles of three-dimensional design. Projects explore traditional and experimental materials. Students will be expected to supply a variety of materials such as found or recycled objects for re-purposing into art forms. Studio fees may apply. Prerequisite ART 2110. Three hours.

VCD 2310 Intro to Graphic Design

An introductory course that uses manual and digital processes to explore visual communication theories and techniques. Utilizing Adobe software, this course introduces the development of visual skills through digital photo manipulation, illustrative rendering, and graphics file preparation. Relationships between content and social and cultural context will be explored. Prerequisite: ART 2110. Three hours.

VCD 2550 Fundamentals of Video Production

Introductory training for in-studio video production editing techniques and processes. Three hours.

VCD 3200 Motion Graphics

This course focuses on the integration of multiple forms of media requiring both creative and technical skills for visual imagery and messages. Visual media content includes digital photography, video, audio, and graphic software for dynamic formats. Three hours.

VCD 3420 Typography

A study of letter forms, historical influences, and how type is used as an effective element in context of visual communication design. Prerequisite: VCD 2310. Three hours.

VCD 3480 Visual Narrative

Focusing on the artist as author, this course examines the visual and structural components of sequential storytelling. Students will develop skills in creating storyboards, pictorial outlines, or scripted narratives to produce visual stories utilizing a chosen medium in their area of focus such as illustration, photography, design, or video/film studies. Students will explore historical and contemporary issues from multiple perspectives and create visual stories for a variety of audiences. Prerequisite ART 2110 or permission of instructor. Three hours.

VCD 3510 Graphic Design II: Production Processes

This studio design course explores tools and techniques for digital-based imaging, editing, and layout. Utilizing Adobe software, this course continues the development of visual skills through graphics file preparation. Technical processes for digital and print production will be introduced. Prerequisite VCD 2310. Three hours.

VCD 3620 Typography II

Advanced study of letter forms and historical contexts utilized in advanced application for visual communication design resolution. Prerequisite: VCD 3420. Three hours.

VCD 3700 Graphic Design III: Creative Ideation

This course examines concept, ideation, metaphor, symbolism, and semiotics within commercial and non-commercial visual design applications. Students will analyze form and content for embedded contextual meaning as a method for evaluating and making informed design decisions. Prerequisite: VCD 3510. Three hours.

VCD 3770 Visual Identity Design

In this studio course, students utilize visual communication techniques in the context of brand theory to develop a multi-deliverable body of work. Prerequisite: VCD 3700. Three hours.

VCD 3840 Selected Topics in Art/Design

Advanced level course that examines contemporary issues within the context of the student's major focus and results in a specialized product for the student's portfolio and senior thesis exhibit. Three hours.

VCD 4410 Portfolio Preparation

During this course, students begin curating their final senior portfolios for presentation, including professional and peer review. Students also conduct research to develop an understanding of the professional aspects of their specific areas of discipline. Requires senior status or department approval. Three hours.

VCD 4420 Senior Art/Design Portfolio

A senior capstone course for students majoring in any of the following visual arts including art and visual culture, eco-art (ecological art), photography, and visual communication design. The focus will be on executing individual stylistic approaches in reaching visual communication goals for the final senior portfolio, thesis exhibit, and installation. Three hours.

VCD 4480 Advanced Visual Practicum

During this course, students work to develop an understanding of their discipline within a professional context and complete a capstone project for their professional portfolio. Students research and examine social, cultural, and economic contexts to inform their work. Prerequisites: Upper-level student or permission of instructor. Three hours.

VCD 4730 Graphic Design Internship

Qualified visual arts majors receive on-the-job training at a cooperating organization. Prerequisite: approval by program director and/or department chair. Three hours.

PERFORMING ARTS COURSES - THEATRE PROGRAM

THT 3110, 3120, 3130 Stagecraft

A practicum in play production with related projects in scene design, set construction, costume design and construction, make-up application, sound and lighting, and house management. By consent of the department only. May be repeated for credit. One to three hours.

THT 3210 Introduction to Theatre

An overview of the field of theatre including history, an introduction to dramatic types, the analysis of scripts, design, and directing. Three hours.

THT 3250 Fundamentals of Acting

An introduction to acting theory and practice. Practical application of performance techniques; character development is given special emphasis. Prerequisite: THT 3210. Three hours.

THT 4250 Directing

Theoretical and practical training in play direction with emphasis on selecting plays, conducting rehearsals, and working with actors. Prerequisite: THT 3210 or permission of department. Three hours.

THT 4260 Religious Drama Workshop

A practicum in the writing, performance, production, and direction of dramatic works with religious emphasis. Three hours.

THT 4430 Applied Performance and Production

For more information on performance and production opportunities, contact the Theatre instructor. By consent of the department only. May be repeated for credit. Three hours.

PERFORMING ARTS COURSES - WORSHIP ARTS MUSIC PROGRAM**WMU 1300 Worship Music Theory Fundamentals**

Designed to give the musical worship leader a basic knowledge of music fundamentals, this course is balanced around written theory, ear training, and keyboard proficiency. Focus will include basic music notation, scales, tonality, keys/modes, intervals, and chords. Prerequisite: placement or permission of instructor or program director. Three hours.

WMU 2001 (Lab 1); WMU 2002 (Lab 2); WMU 3001 (Lab 3); WMU 3002 (Lab 4); WMU 4001 (Lab 5); WMU 4002 (Lab 6)**Performance Development and Lessons: Labs 1-6**

Required of all students majoring or minoring in Worship Arts or Music Production and the Music Arts minor. Performance development encompasses a wide variety of practice and performance experiences including co-curricular opportunities such as ensembles and worship teams. A weekly, 1 hour music lab allows students the opportunity to perform for their peers and receive constructive remarks regarding technique, interpretation, and general performance procedures by the faculty.

Private lessons count toward accumulated practice time as assigned by the instructor for individual student performance development goals. Performance development experiences may include choir, gospel choir, wind ensemble, string ensemble, or worship teams. Labs 1-6 required for major; Labs 1 and 2 required for minor. Weekly practice hours assigned by the instructor. Three hours per lab.

WMU 2100 Lancer Chorus (0-1 credit); WMU 2101 Wind Ensemble (0-1 credit); WMU 2013 String Ensemble (0-1 credit); WMU 2013 Guitar Ensemble (0-1 credit); WMU 2104 Gospel Choir (0-1 credit); WMU 2106 Percussion Ensemble (0-1 credit);

Performance development encompasses a wide variety of practice and performance experiences including co-curricular opportunities such as ensembles and worship teams. Performance development experiences may include choir, gospel choir, wind ensemble, string ensemble, or worship teams.

See WMU 2001 (Lab 1); WMU 2002 (Lab 2); WMU 3001 (Lab 3); WMU 3002 (Lab 4); WMU 4001 (Lab 5); WMU 4002 (Lab 6). Labs 1-6 required for major; Labs 1 and 2 required for minor. Weekly practice hours assigned by the instructor.

WMU 2460 Introduction to Recording

Provides students with the tools and hands-on experience necessary for producing professional MIDI projects, audio tracks, and visual recordings. Introduction to multi-track recording, recording studios, and the technology involved in mixing and processing sound. Live event to take place within a worship environment. Prerequisites: WMU 2600. Three hours.

WMU 2500 Songwriting

This course examines the basic elements of contemporary music composition including form study, melody/lyric construction, and harmonic/rhythmic patterns. Each student will receive instruction in various musical styles with specific emphasis on worship songs for the local church. Three hours.

WMU 2600 Worship Music Theory I

A continuation of Music Theory Fundamentals with strong emphasis on diatonic triads, writing melodies, and part writing. Ear training and keyboard proficiency will also be included. Prerequisite: WMU 1300. Three hours.

WMU 2610 Worship Planning and Administration

Students study and implement strategies for successful planning in worship arts ministry. Emphasis will be given to aspects of biblical leadership, pastoral ministry, and business administration. Topics include scheduling, working with volunteers, budgeting, vision development, worship team dynamics, and long-term ministry growth plans. Three hours.

WMU 2700 Lighting and Live Production

Students will acquire basic theories and practices of lighting for stage, theatre, and live production. Covered topics will include energy needs, focusing, optics, moving lights, color theory, and various control surfaces. Three hours.

WMU 2800 Live Sound Production

Students will learn signal flow through sound reinforcement systems. Basics of acoustics and room design will be investigated. Use of real-time analyzing software and basic equipment diagnosis will be investigated. Hands-on mixing opportunities will be given on industry standard equipment. Students will gain skills in running audio for different settings and develop problem solving skills to resolve audio-related issues. Three hours.

WMU 3100 Worship Music Theory II

A continuation of Music Theory I with strong emphasis on harmonic progression and part writing. Ear training and keyboard proficiency will also be included. Prerequisite: WMU 2600. Three hours

WMU 3400 Worship Music Theory III

A continuation of Music Theory II with strong emphasis on part writing, cadences, non-chord tones, and modulation techniques. Ear training and keyboard proficiency will also be included. Prerequisite: WMU 3100. Three hours

WMU 3510 Worship Arts Technology

Introduction to the technological resources basic to work in the Worship Arts environment including lighting, audio, and video. Includes hands-on experience with MIDI and sequencing, music notation programs, desktop publishing, digital sound formats, as well as basic lighting design and video shooting/editing. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 3770 History of Christian Worship

This course provides an historical overview of Christian worship. Historical traditions and current trends of worship ministry will be studied, including music styles and the broader role of the arts in the local church. The interaction between worship and today's culture will also be addressed. Three hours.

WMU 3840 Selected Topics in Worship Music

Selected topics in Worship Music offered on an as-available basis. Content includes research, field experience, and a music product. Three hours.

WMU 4150 Intercultural Worship Analysis

The course is an introductory study of cultural traditions, belief systems, and practices of world cultures as approached through the analysis of the music of different ethnic groups. Various worldviews are examined through comparison with biblical and theological concepts. The course will examine folk, art music, and contemporary genres in a variety of cultures, as well as music as an expression of cultural worship and its use in missions and ministry. Three hours.

WMU 4200 Biblical Theology of Worship Arts

This course is a study of the biblical and theological aspects of worship. A wide spectrum of Christian traditions will be studied as well as the relationship of personal to corporate worship. Emphasis will be given to understanding how the patterns of worship found in the Bible affect every aspect of the worship service. Three hours.

WMU 4230 Worship Music Integrations

Advanced level synthesis in performing, developing, producing, or presenting worship arts content or forms. Cross-discipline or community integration would result in performing arts evidence utilized in a final portfolio or public presentation. Prerequisite: permission of program director. Three hours.

WMU 4300 Advanced Studio Recording

Provides students with the tools and hands-on experience for working in a professional recording studio. Students will learn microphone placement for a wide range of instruments, as well as tracking and mixing in Pro Tools. Students will be equipped to record a wide range of projects from live bands to music and film. Prerequisite: WMU 2460 Intro to Recording (formerly WMU 2450). Three hours.

WMU 4350 Musical Improvisation

Students apply knowledge gained from Theory I and II, learning different approaches to using scales to improvise over chord progressions. There will be a focus on blues and jazz styles as well as contemporary music. Students will learn to transcribe solos from recordings. Prerequisites: WMU 2600, WMU 3100, and WMU 4100. Three hours.

WMU 4400 Advanced Recording II

This course builds on advanced recording, allowing students hands-on experience working within a professional studio environment. Prerequisite: WMU 4300. Three hours.

WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Worship leaders and directors need to have a basic understanding of how all the instruments function in a worship team. Focus is on the elementary principles of playing keyboard, voice, guitar, and percussion. Emphasis is on development of tone production of each instrument, as well as transposition and the capabilities and limitations of each instrument. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 4550 Nashville – Contemporary Music Center

The course of study for a Fall or Spring semester at the Contemporary Music Center (CMC) is offered through Greenville University, a member of the Council for Christian Colleges and Universities (CCCU). A total of sixteen credit hours are taken on location in Nashville, TN. All other credits in the Worship Arts major are taken at Winona Lake, Grace campus. Prerequisite: Junior or Senior academic level. Sixteen hours.

This fully immersive entertainment industry training ground with a faith-based world view, includes the choice of three music tracks: Artist, Business, Technical, or Worship Creative Arts. Select tracks include composing, recording, live event production, performing, management, promoting, and more or for more information on the CMC application process visit: www.cmcnashville.com.

Note: Student applications must be submitted to the Grace Office of Global Initiatives nine months in advance of the experience by December 1 for the following Fall semester and April 1 for the following Spring semester. For more information on timelines, and steps for financial planning contact global@grace.edu.

WMU 4620 Senior Capstone

Presentation of a corporate worship service representing significant research and creative endeavor during the academic year preceding graduation. Presentation projects must be approved by the program director, department chair, and faculty adviser. Program notes must be submitted to and approved by the program director prior to the presentation. Students are responsible for assembling the necessary team to execute the live event (musicians, speakers, etc.). Prerequisites: completion of major course requirements and approval of department chair. Three hours.

WMU 4730 Worship Arts Internship

An internship served under the guidance of an experienced and qualified worship arts leader in an approved church music program. Prerequisite: permission of program director. Three hours.

WMU 4830 Advanced Individual Studies in Worship Arts

This advanced level worship performance or worship production-based research course focuses on an individual topic selected by the student. Prerequisite: completion of major course requirements, approval of research proposal, and permission of program director and department chair. Three hours.