

## **Interdisciplinary Artist Research Cohort Program**

The Interdisciplinary Artist Research Cohort program will create an opportunity for graduate students to train across media and disciplinary boundaries and to gain experience as “teachers of record” in studio-based art courses. This pilot program will include a menu of specifically focused modules. Modules are designed to enhance the skill set of graduate students beyond the typical studio-based experience and to broaden their “toolkit” to include a new contemporary skill-set. These skills use traditional studio-based expertise and knowledge acquisition as the starting point for 21st century problem solving and professionalizes a range of communication tools necessary in today’s creative entrepreneurial environment.

The IARC program consists of one year of required teaching in an introductory class in an appropriate studio area in which the student is doing graduate work (i.e. Ceramics I, Painting I, Printmaking I,). For a graduate student whose major career goals are centered on teaching, this one year of teaching could possibly be increased to two years.

The following two years would include one year of a training program in a select career module or, a second year of teaching in a studio introductory class and a third and final fellowship year in which the graduate student would focus on the creation of a professional, fully-realized body of work based on a research proposal and exhibited as their MFA exhibition. The final, fellowship year, will insure that students have the time necessary to produce a body of work or major creative production that is consistent with the expectations of the MFA degree. Ultimately, the standard of artistic excellence required for the MFA degree will remain unchanged. The first-year centers around a series of career modules that provide training in a variety of areas that constitute a sampling of the types of careers that can produce positive outcomes for artists with professional degrees. The modules will be managed by faculty with expertise in these areas, and some modules will require placements as interns in the public sector or other areas of the university. The program will also include opportunities to work with current Art Department faculty on research projects such as

preparation for a major exhibition, preparation of an exhibition catalog, public art projects, curatorial projects, and community outreach projects.

The IARC program is overseen by the Graduate Chair and the Departmental Steering Committee. IARC students will choose a module based on their career interests. The program will provide training for the students in studio-specific teaching and a variety of other career avenues available to professional artists. Applicants to the program will choose from the following modules.

### **Teaching**

Introductory Discipline-Specific Studio classes

On-line course development

Development of new process-based curriculum enhancement (technical research to add new processes to existing programs)

### **Community engagement**

Public art engagement

Maker space design and management

Service learning

Educational outreach

### **On-line, Digital and Interactive Design**

Gaming

Creative production for on-line venues

Web Design

Animation for film and advertising industry

Prototyping, model-making and digital fabrication

### **Master artist**

Public art projects and Commissioned Artwork

Tandem printer

Studio artist

Exhibition Preparation

Exhibition Installation

Research Assistance

**Art Administration**

Educational outreach

Curatorial Skills

Arts communication

Museum installation (preparatorship)

Fundraising and Business Models

**Entrepreneurship**

Design Company (i.e., jewelry, graphic design, ceramic design, furniture design, etc.)

Product development for industry (tabletop, functional and decorative, display design, medical and prosthetic devices, etc.)

Art gallery

Art cooperatives and art centers

Art Consultation