TECHNOLOGY EDUCATION

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Academic Programs Credits
BS: Photographic Imaging 102
BS: Technology Education 64-69
Secondary Teaching Certification
84
BT: Automotive Technology
Auto Body
90
Auto Mechanics
BT: Digital Multimedia Technology 100
BT: Graphic Imaging Technology 79-96
Electronic Publishing Management
Screen Printing
60
AT: Automotive Technology
Auto Body
Auto Mechanics
AT: Graphic Imaging Technology
Image Generation
Photography
Screen Printing
Minor in Automotive Technology
30
Minor in Building Construction
30
Minor in Imaging Technology
32
Minor in Metals Technology
30
Minor in Photography
30
Minor in Screen Printing
35
Minor in Wood Technology
30

AUTOMOTIVE TECHNOLOGY
Two options are available in the automotive field—auto body and auto mechanics. Auto body provides the training needed to repair auto damage incurred in accidents and to restore vehicles to their original appearance and correct body alignment. Auto mechanics provides the training needed to maintain and repair auto-mobile engines and systems.

BT: Automotive Technology
Major requirements—53
AUTO134, 144, 320, 364, 374, 384, 420;
ELCT105; TCED141, 251, 254, 456.
Emphasis in Auto Body—37
AUTO121, 122, 125, 346, 347, 360, plus 13
credits of electives chosen from auto technology,
and BSAD355, 384; ELCT151, 152, 153, 171,
172, 173; PHTO115; TCED142, 252, 390.
or
Emphasis in Auto Mechanics—37
AUTO124, 324, 334, 344, plus 21 credits of
electives chosen from auto technology and
BSAD355, 384; ELCT151, 152, 153, 171,
172, 173; TCED142, 252, 390.

AT: Automotive Technology
Major requirements—29
AUTO134, 364, 374, 384; INDT315;
TCED254, 456.
Emphasis in Auto Body—31
AUTO121, 122, 125, 346, 347, 360;
TCED141, plus 5 credits of electives chosen
from auto technology, and TCED142, 251,
252.
or
Emphasis in Auto Mechanics—31
AUTO124, 144, 324, 334, 344, plus 11 credits
of electives chosen from auto technology, and
TCED141, 142, 251, 252.

All students in these two program options must
have written two ASE exams by the end of their
first year. By the end of the second year, they
must have passed a minimum of five ASE tests
in their respective option.

CONSTRUCTION MANAGEMENT
Students learn entry-level skills in manage-
ment and for residential construction.

BSIT: Construction Management
Major requirements—76
ARCH110, 201, 202, 210, 230, 3S10, 410;
CNST107, 110, 115, 120, 130; MECT120;
TCED180, 485 (16 credits), plus 7 credits of
major electives.
Cognate requirements—8
MATH162, 163

DIGITAL MULTIMEDIA TECHNOLOGY
Digital Multimedia is a very exciting field
which utilizes the computer as its main work
tool in developing projects needed by clients.
Students learn skills such as digital image
manipulation and enhancement, 3-D modeling
and animation, digital sound mixing and
enhancement, digital video editing, interactive

SEQUENCE OF TWO-YEAR AND FOUR-YEAR PROGRAMS
The Department of Technology Education plans
programs using the "ladder concept," allowing a
student to complete as much education as desired
before entering the work force. Two- and four-year
programs are available. Students completing the
two-year program may go directly into a four-year
program in the same area. The ladder concept
allows students to reach the educational goal that
best fits their specific needs.

ANCILLARY OPERATIONS
Screen Graphics and LithoTech are ancillary
operations of the Department of Technology
Education providing students with experience in
graphic arts unavailable elsewhere on campus.

Programs

COLLEGE OF TECHNOLOGY 135
BT: Digital Multimedia Technology

Major requirements—80
DGME125, 180, 200, 215, 255, 280, 304, 310, 325, 400, 405; GRPH120; PHTO115, 206, 300, plus 21 elective credits chosen in consultation with adviser.

Emphasis in Electronic Publishing—30
DGME125, 255, 310, 320, 355, 400, 405; GRPH120; PHTO115, 206, 300, plus 8 credits of electives chosen from ART214, 414; DGME340; COMM420.

Cognate requirements—40
ART104, 207; JOUR468; CMME150; COMM320 or 456; COSC125.

BT: Graphic Imaging Technology

Major requirements—16
DGME125; GRPH120; IND135; TCED254.

Emphasis in Image Generation—44
DGME180, 200, 255, 300, 310, 435; GRPH131, 132, 140; plus 8 credits of electives chosen from ART214, 414; DGME320; JOUR250.

Emphasis in Photography—40
DGME255; PHTO115, 206, 207, 220, 240, 280, 300; plus 8 credits of electives chosen from ART214, 414; DGME355; JOUR275; PHTO320, 370, 410; TCED495.

Cognate requirements—4
ART207

Emphasis in Screen Printing—44
GRPH140, 315, 316, 360, 420; TCED440, 485 (8 credits); plus 16 credits of electives chosen from DGME180, 200, 255, 300, 310, 320.

PHOTOGRAPHIC IMAGING

Photographic imaging fosters creativity in the production of visual images. The subject of these images and the method used to create them vary.

Commercial imaging develops skills required by the commercial industry through the use of studio work and on-location shooting in medium- and large-format photography.

Digital imaging utilizes computer technology to create, enhance, or modify photographic images.

Photography encompasses elements of digital and commercial imaging, and adds individual creativity and photojournalism.

BS: Photographic Imaging

Major requirements—75
DGME125, 255, 355; GTEC395; PHTO115, 206, 207, 220, 240, 280, 300, 370, 410; TCED495; plus 16 credits of electives chosen from BSAD210; DGME205, 304, 355, 455; PHTO210, 320, 370, 425; and TCED495.

Cognate requirements—27
ART104, 207, 214, 414; COMM405; JOUR275, 354.

TECHNOLOGY EDUCATION

Students learn skills for teaching technology education at the secondary level.

Bachelor of Science Teaching Endorsement (Secondary Education)

Professional requirements—14
TCED254, 350, 456, 486.

Communication Systems*—11
TCED465, plus 8 credits of electives chosen from ARCH171; GRPH120; MECT121, 122; PHTO115.

Construction Systems*—7
CNST110, plus 3 credits of electives chosen from ARCH201; CNST107, 115, 120, 130.

Energy Systems*—7
TCED466, plus 3 credits of electives chosen from ELC151, 171, 205.

Manufacturing Systems*—11
TCED470, plus 8 credits of electives chosen from MECT115; TCED141, 180, 251.

Transportation Systems*—7
TCED464, plus 4 credits of electives chosen from AUTO124, 134, 144.

Cognate requirements—12
ENGR370; PHYS131, 132 or 151, 152.

Major Electives—3

Chosen in consultation with adviser.

*Students must fulfill elective requirements for four of the five systems listed above.

Minors

Automotive Technology—30
AUTO121, 122, 125, or 124, 134, 144; TCED141; plus 15 credits of electives chosen from Auto Technology.

Building Construction—30
CNST107, 110, 115, 120, 130; plus 12 credits of electives chosen from ARCH171, 201, 202, 230; CNST215; TCED180, 456.

Imaging Technology—32
ART207; DGME125, 180, 255; GRPH120, 140; plus 8 credits of electives chosen from DGME, GRPH, and PHTO.

Metals Technology—30
MECT121, 122, TCED141, 251; plus 16 credits of electives chosen from AUTO121, 122, 125; MECT155, 185, 186.

Photography—32

Screen Printing—35
DGME125, 255, 300; GRPH120, 131, 140, 315, 316, 360.

Wood Technology—30
MECT121, 122, TCED179, 180, 387; plus 13-14 credits of electives chosen from CNST110, 115, 120; TCED141, 251.

Courses

See inside back cover for symbol code.

AUTOMOTIVE TECHNOLOGY

AUTO104 $ (2-3)
Personal Auto Care
Stresses the need for proper procedures in routine automobile maintenance. Helps the automobile owner become a wise consumer with emphasis on how to do simple tune-up, maintenance, and minor repairs. Not applicable to a major or minor.

AUTO115 $ (2-3)
General Auto Body Repair
Basic auto body repair procedures are emphasized using individual projects. Helps the individual be a better consumer. Not applicable to a major or minor.

AUTO121 $ (4)
Fundamentals of Body Repair
Basic auto body repair procedures are applied to auto body sheet-metal repair procedures. Welding and hand- and power-tool skills are developed on mock-ups or selected damage on automobiles.

AUTO122 $ (4)
Major Panel Repair
Further study and skill development on section and panel repair, automotive construction, component alignment, and preparation for final finish.
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<tr>
<th>Course Code</th>
<th>Course Description</th>
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<tbody>
<tr>
<td>AUTO124</td>
<td>Automotive Engines</td>
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<td>AUTO125</td>
<td>Auto Body Refinishing I</td>
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<td>AUTO134</td>
<td>Engine Performance I</td>
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<td>AUTO144</td>
<td>Automotive Power Train</td>
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<td>AUTO200</td>
<td>Automotive Consumerism</td>
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<td>AUTO320</td>
<td>Service Coordination</td>
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<td>AUTO324</td>
<td>Engine Rebuilding</td>
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<td>AUTO334</td>
<td>Automotive Electricity</td>
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<td>AUTO344</td>
<td>Automatic Transmissions</td>
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<td>AUTO346</td>
<td>Frame and Body Alignment</td>
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<td>AUTO347</td>
<td>Major Collision Repair</td>
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<td>AUTO360</td>
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<td>AUTO364</td>
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<td>AUTO374</td>
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<td>AUTO384</td>
<td>Automotive Air Conditioning</td>
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<td>AUTO420</td>
<td>Automotive Service</td>
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**Building Construction**

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<tr>
<td>CNST107</td>
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<td>CNST115</td>
<td>Fundamentals of Masonry Construction</td>
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**Digital Multimedia**

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<tr>
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<tbody>
<tr>
<td>DGME125</td>
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<td>DGME180</td>
<td>Desktop Publishing I</td>
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<tr>
<td>DGME200</td>
<td>Computer-Generated Graphics I</td>
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<tr>
<td>DGME205</td>
<td>Image Presentation</td>
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<tr>
<td>DGME215</td>
<td>Digital Sound Design</td>
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them toward a specific audience and how to produce sound for use in multimedia presentations. Non-linear editing stressed.

**DGME255**  
**Digital Imaging**  
Fundamentals of Photoshop and manipulation of digital photographic images. Emphasis on image manipulation, restoration, tonal adjustments, on-screen graphics, and input/output devices. Visual and procedural problems relating to digital imaging are covered along with the final image aesthetics and its technical manipulation. Prerequisite: DGME125, ART207 and PHTO115 recommended.  

**DGME280**  
**Introduction to 3-D Imaging**  
Basic 3-dimensional modeling, rendering, and animation. Students learn to work in virtual 3-D space on the computer as they model, animate, and apply textures to simple 3-dimensional objects. Prerequisite: DGME200 or equivalent. Basic drawing skills a plus.

**DGME300**  
**Digital Separations**  
Deals with basic color theory, the physics of light and color, color measurements, monitor calibration, digital proofing, image acquisition from CD and other hardware, and image output. Applications of color theories to the publishing industry and color separation are emphasized. Prerequisite: DGME255.

**DGME304**  
**Multimedia I**  
Survey of leading multimedia software covering principles of digital multimedia production, interactive new media concepts, basic scripting, animation and digital image, and sound manipulation. Prerequisites: DGME200, 255.

**DGME310**  
**Desktop Publishing II**  
Desktop publishing through the use of leading page layout, word processing, graphic and photo manipulation programs. Students do complex projects, learn editing, and do color work as it applies to printing. Prerequisites: DGME180, 200, 255 or permission of instructor.

**DGME320**  
**Computer-Generated Graphics II**  
Effective ways to create graphic images for desktop publishing and other digital and printing media. Topics include charts, graphs, logos, technical and informational graphics, realistic image rendering, 3-D rendering and integration, and conversion of bitmapped and vector graphics. Prerequisite: DGME200.

**DGME325**  
**Digital Video**  
Helps students develop their video skills for multimedia presentations. Reading the audience along with non-linear editing techniques stressed. Students produce video clips for multimedia use. Prerequisite: DGME255.

**DGME355**  
**Advanced Digital Imaging**  
Image manipulation using Photoshop, emphasizing high quality input/output and computer hardware as it relates to the requirements of the digital imaging field. Students develop manipulation skills using leading platforms. Prerequisite: DGME255. Repeatable to 8 credits.

**DGME400**  
**Web Publishing and Graphics**  
Exploration of the design, storage, retrieval, and delivery of electronic information using text and graphics. Emphasis on publishing via the World Wide Web, kiosks, HTML authoring, and digital formats. Effective organization and planning of data for delivery, ergonomic interface design, and ethics are examined. Prerequisite: DGME304.

**DGME405**  
**Multimedia II**  
Survey of multimedia production using leading software. 2-D and 3-D image manipulation and animation are implemented. Topics include interactive new media presentations, television commercials, digital video, kiosks, animation for web pages, and other computer-based presentations. Moderate Lingo scripting is also covered. Prerequisite: DGME304.

**DGME435**  
**Computerized Prepress and Layout**  
Advanced software and technology used as tools for layout and camera-ready output relating to the printing process. Special attention to the file preparation, film preparation for imagesetting, and preflighting. Prerequisites: DGME300, 310.

**DGME455**  
**Digital Collage**  
Deals with collaging photographic images using Photoshop. Exploration of different programs used in the collaging process and how they all relate to the digital imaging field. Prerequisite: DGME355.

**GRAPHIC IMAGING TECHNOLOGY**

**GRPH120**  
**Introduction to Graphic Arts**  
Surveys the graphic arts profession. Areas include conventional printing and finishing techniques, non-impact printing, electronic publishing, interactive multimedia, and Web publishing. Open to all students.

**GRPH131**  
**Principles of Printing I**  
A basic hands-on study of prepress concepts and applications including page layout, graphic arts, photography, film assembly, and plate-making. Designed to provide electronic publishing students with essential prepress concepts and techniques in a logical, sequential order. Prerequisite: GRPH120 or equivalent.

**GRPH132**  
**Principles of Printing II**  
Basic concepts of paper, ink, printing, and finishing and how they apply to offset printing. In a practical and intuitive way, students learn to maximize the benefits and avoid or work around limitations inherent in the printing process. Prerequisite: GRPH131.

**GRPH138**  
**Airbrush**  
Basic airbrush equipment—application, advantages, disadvantages, and care. Emphasis on basic airbrush techniques for rendering images on T-shirts, baking decor, crafts, woods, and commercial illustration. Artistic background not required.

**GRPH140**  
**Introduction to Screen Graphics**  
Principles and practices in screen printing with emphasis on stencils, fabric selection, frames, inks, squeegee, screen reclamation, photography, and digital and conventional art work to produce screen printed projects. Open to all students.

**GRPH150**  
**Advanced Airbrush**  
Further development of airbrush techniques including the rendering of surfaces and textures such as metal, wood, stone, brick, liquids, and clouds. Simple photographic techniques emphasized. Prerequisite: GRPH138.

**GRPH315**  
**Advanced Screen Graphics—Textile**  
Work on stencils, digital separations, and screen prep to produce multi-color and process color printing on textiles. Sublimation, transfer printing, puff and specialty inks, foil, and other technological advances are explored. Prerequisite: GRPH140. DGME200, 255, 300 recommended.

**GRPH316**  
**Advanced Screen Graphics—Non-textile**  
A study of screens, stencils, and printing techniques to print on paper, vinyls, lexans, metals, glass, etc. The use of lacquers, poster inks, vinyls, enamels, and ultraviolet cure inks studied. Students use a semi-automated flat-bed press and large format presses to produce projects. Prerequisite: GRPH140.

**GRPH360**  
**Automated Screen Graphics**  
Principles and functions of automated screen presses including set-up, adjustment, maintenance, troubleshooting, and production of screen printed goods. Prerequisite: GRPH140.

**GRPH380**  
**Graphics Services**  
Prepares individuals as customer service and sales representatives. Professional servicing skills emphasized and practiced using a dynamic-system approach tailored to the quick and in-plant printing industries. Emphasis on techniques used in imagesetting, prepress, press, photography, color laser, and post-printing operations. Prerequisites: DGME180, 200, 304, 435.

**GRPH420**  
**Cost Estimating—Litho/Screen**  
Concepts of planning printing production and estimating the cost for printed products. Prerequisites: DGME435; GRPH380.

**PHOTOGRAPHY**

**PHTO115**  
**Introduction to Photography**  
Photographic principles of the camera and darkroom techniques with consideration toward the compositional, psychological, and aesthetic attitudes in black-and-white photography.
Darkroom time included.

**PHTO206 Creative Photography**
Develops the art of photographic perception and use of photography as a visual language. Emphasizes craftsmanship, aesthetics, the art of seeing creatively, problem solving, and the applied use of black-and-white photography. Prerequisite: PHTO115.

**PHTO207 Technical Photography**
Teaches awareness of the tools and materials available so photographers can develop the craft effectively beyond introductory camera level usage. Shooting allotted for applied situations. Prerequisite: PHTO115.

**PHTO210 History of Photography**
Historical study of significant contributors in the development of photography and their influence on art and society.

**PHTO220 Color Photography**
Acquaints students with color materials and their handling and exposure. Aesthetic and communicative aspects of color photography stressed in producing visually effective color transparencies. Prerequisite: PHTO115 or permission of instructor.

**PHTO240 Photographic Color Printing**
Study in color printing using the negative process as it relates to color darkroom techniques. Color digital output and using software for color control will be included. Prerequisite: PHTO220.

**PHTO280 Introduction to Studio**
Investigation of lighting techniques in standard-equipped studio, emphasizing portraiture, commercial illustration, and experimental techniques in the black-and-white film medium. Prerequisites: PHTO115, 206.

**PHTO300 Media Ethics**
Understanding the influence and role the media has in who we are and what we value. Provides a language and a forum for discussion on the media and how they influence our lives.

**PHTO310 Trends in Photography**
A historical and contemporary study of significant contributors in the development of photography and their influence on art and society.

**PHTO320 Advanced Color Photography**
An image-oriented course, drawing on students’ background in color comprehension; photographic, technical, and aesthetic understanding; and working knowledge of emulsion and digital photography. Emphasizes producing comprehensive color images. Prerequisites DGME255; PHTO220.

**PHTO325 The Photographic Career**
Specific problems photographers encounter when setting up and managing their professional photography business. Discussion includes Christian ethics, client interaction, graphic houses, photography labs, copyright issues, and assisting. Prerequisite: PHTO280.

**PHTO330 Studio Portraiture**
Studio applications of people photography including a study of professional lighting techniques used in studio portraiture. Prerequisite: PHTO280.

**PHTO370 Advanced Studio in...**
An individual approach to an advanced level of studio photography. The student is able to choose a concentration in portraiture, people/fashion, still life, advertising/illustration, or location photography. Emphasizes visual concepts and challenges of the commercial photo industry. Prerequisite: PHTO280. Repeatable to 12 credits.

**PHTO375 Advanced Photojournalism**
Study of the production of photography for use in publications. Discussions include photographic truth, photographic cropping and sizing, and the photographic assignment. Students do photojournalism work for actual publications. Prerequisite: JOUR275. Repeatable to 8 credits.

**PHTO390 Independent Study in Photography**
Further study of photography under direction of instructor. Prerequisite: PHTO115 or equivalent and approval of the instructor. Repeatable to 12 credits.

**PHTO410 Advanced Creative Photography**
Designed for the advanced photographer to investigate personal potential in visual exploration and experimentation. Discussion involves developing an open-minded approach toward individual thought and performance. Understanding photographic materials and techniques is a necessity for class entrance. Prerequisite: PHTO206 or permission of instructor. Repeatable to 12 credits.

**PHTO425 Travel Photography Workshop**
Designed to be done in conjunction with an on-location photography; provides a background in the specific needs related to travel. Photo-graphing people and their land in foreign environments is emphasized. Unique materials and equipment are discussed as they relate to travel photography. Prerequisite: PHTO115.

**PHTO280 Technical Photography**
Teaches awareness of the tools and materials available so photographers can develop the craft effectively beyond introductory camera level usage. Shooting allotted for applied situations. Prerequisite: PHTO115.

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Acquaints students with color materials and their handling and exposure. Aesthetic and communicative aspects of color photography stressed in producing visually effective color transparencies. Prerequisite: PHTO115 or permission of instructor.

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Study in color printing using the negative process as it relates to color darkroom techniques. Color digital output and using software for color control will be included. Prerequisite: PHTO220.

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**PHTO325 The Photographic Career**
Specific problems photographers encounter when setting up and managing their professional photography business. Discussion includes Christian ethics, client interaction, graphic houses, photography labs, copyright issues, and assisting. Prerequisite: PHTO280.
machines, and related practices. Not offered every year. Two lectures and one 3-hour lab per week constitute 3 credits. Additional credit earned on the basis of one 3-hour lab per week for each lecture credit.

TCED254
Technical Space Utilization
Acquaints students with the planning and organization of technical facilities. Consideration given to space requirements, building structure, material flow, equipment needs, site location, and environment control of such facilities.

TCED275
Topics in __________
Repeatable in different areas.

TCED300
Advanced Crafts
Advanced study in the area of crafts, which may include art metal, basketry, ceramics, fabrics, flower-making and arranging, glass, needlecraft, paper, plastics, printing, wood, yarn. Prerequisite: TCED100. Repeatable to 8 credits.

TCED350
Teaching Technology Education
Teaching methods and strategies applicable to the teaching of Technology Education at the secondary level. The developing of specific learning experiences and learning through problem solving is covered. Prerequisite: Permission of instructor.

TCED387
Furniture Design and Construction
Alt $ (4)
Furniture design, construction, and finishing methods. The use of jigs as related to wood-machining processes. Projects chosen in consultation with instructor. Prerequisite: TCED180.

TCED390
Internship
(1-3)
On-the-job training for students seeking industrial experience which cannot be simulated in a classroom setting. A range of 120-150 clock hours of work are required per credit. Selected in consultation with the student's adviser. Repeatable to 9 credits.

TCED440
Senior Project
(1-2)
A project made during the student's senior year representing his/her major area of interest and ability. Work is supervised by one of the departmental faculty. Each project, properly identified, may become the property of the department. Repeatable to 4 credits.

TCED454
Shop Planning and Organization
g (3)
Floor-plan layout for general and unit shop activities. Organization for laboratory and project instruction. Efficient use of equipment and supplies. Safety and state laws related to shop practice.

TCED455
Shop Maintenance
g (3)
Study of the principles and procedures followed in routine maintenance and repair of tools and equipment used in technology education programs.

TCED456
Safety and Loss Control
Safety and the fundamentals of accident prevention with emphasis on schools, school laboratories, and industrial applications. Introduction to the total problem of loss control in industry, including the legal implications for both school and industry. Emphasis on the problem of accident prevention and control.

TCED460
Industrial Safety
Introduction to the study of loss control in industry with emphasis on the problem of accident prevention and control; includes history, organization, identification, and appraisal of accident-producing conditions and practices.

TCED464
Transportation Technology
Alt (3)
The field of transportation as related to Technology Education at the secondary level. Material handling: transportation involving space and atmospheric, marine, and terrestrial modes included.

TCED465
Communication Technology
Alt (3)
Study in the field of communications as related to the secondary level in Technology Education. Emphasis on broadcasting, computers, drafting, photography, graphic arts, telecommunications, and their effect on society.

TCED466
Energy Utilization
Alt (3)
Study of different types of energies used by modern society, how they have changed society, and implications for the future.

TCED470
Manufacturing Technology
Alt (3)
Study of the manufacturing process as it relates to the teaching of Technology Education at the secondary level. Emphasizes materials and processes, research and development, management, marketing, and sales.

TCED485
Topics in __________
(1-4)
Repeatable in different areas.

TCED486
Course Development in Technology Education
Alt g (3)
Developing a philosophy of industrial arts and vocational education with emphasis on course objectives, content selection and arrangement, tests, and lab activities. Material is developed into a useful course of instruction.

TCED488
Technology Education Workshop
(1-6)
Subject to be designated each time offered. Repeatable to 6 credits.

TCED490
Independent Study
g (1-6)
Open to students who have gained a good understanding of a specific area, but desire further study beyond the classes being offered. Graded S/U. Repeatable to 6 credits.

TCED494
Project Course
g (4)
Achievement of skills in planning and design through individual research and development of an advanced project under the direction of a staff member. Prerequisite: Permission of department chair. Repeatable to 6 credits.

TCED495
Portfolio Development
(1-4)
Helps the student develop a traditional or electronic portfolio for employment or continuing educational purposes. Emphasis in direction, development, and refinement of the individual portfolio. Repeatable to 12 credits. Prerequisites: minimum of 30 credits in a major and permission of instructor.

TCED554
History and Development of Technology Education
(4)
Cultural influences in history which have shaped technology education. Current developments, trends, and philosophical viewpoints.

TCED555
Administration of Technology Education
(3)
Study of administrative problems related to various aspects of a technology education program; procurement of personnel and equipment, physical plant appraisal, finance.

TCED560
Philosophy of Occupational Education
(3)
Rationale of vocational-technical training and its integration into the total educational spectrum. Consideration of problems relating to students, staff, and facilities in an efficient occupational educational system. Special emphasis on post-secondary programs.

TCED595
Readings in Technology Education
(variable)
Repeatable to 6 credits. Prerequisite: Permission of department chair.

TCED597
Independent Study
(variable)
Individual study or research under the direction of a staff member. Repeatable to 6 credits. Prerequisite: Permission of department chair.

TCED698
Research Project
(variable)
Research methods and a research project in an area of technology education.