

Industrial Organization

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| EC 8183 | Industrial Organization |
| EC 7000 | Readings in Industrial Organization |

International Economics

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| EC 6323 | International Economic Relations |
| EC 6303 | Theory of Economic Development |
| EC 8323 | Economic Analysis of Developing Nations |
| AEC 8823 | The International Economy |
| FIN 6923 | International Financial Management |

Public Economics

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| EC 6423 | Introduction to Public Finance |
| EC 6433 | Problems in State and Local Finance |
| EC 8423 | Public Finance |
| AEC 8733 | Topics in Applied Economics: Analysis Welfare and Policy |

Labor Economics

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| EC 6213 | Personnel Economics |
| EC 6223 | Labor Law and Employment Policy |
| EC 8113 | Labor Theory and Analysis |

Regional Economic Development

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| EC 6313 | Introduction to Regional Economics |
| EC 6333 | Applied Regional Economics |

Completion Requirements—The dissertation is completed under the supervision of the student's Graduate Committee. Completion of the degree requires students to present and defend their dissertation work to the satisfaction of the Graduate Economics Faculty.

Applied Legal Studies

(See Marketing, Quantitative Analysis, and Business Law)

Architecture

College of Architecture, Art, and Design

Prof. James L. West, Dean
Dr. Larry Barrow, Department Head and Graduate Coordinator
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gradoffice@coa.msstate.edu

Graduate study is offered in the College of Architecture, Art, and Design leading to the degree of Master of Science in Architecture. This program provides an extension and knowledge of skills in the areas of design, planning, visualization, CAD/CAM, housing, sustainability, and construction/manufacturing processes. This is a post-professional degree and does not lead to licensing in Architecture.

For additional information, contact the Graduate Program Coordinator, College of Architecture, P. O. Box AQ, Mississippi State, MS 39762.

Admission Criteria—Applicants must have a GPA of at least 3.00 and demonstrate competence in design, construction, or related academic work. This competence may be demonstrated through grades of B or better in design and computer science courses or through the submission of a portfolio. International students must have a TOEFL score of 600 or above and should submit GRE scores. Each applicant must submit an essay stating intent and aspirations for study.

Program of Study—The M.S. degree may be earned via two optional study tracts:

Plan A - Thesis: Requires 30 credit hours (24 graduate level course hours and six credit hours of research/thesis), and a comprehensive examination.

Plan B - Non-Thesis: Requires 32 graduate level credit hours includes (two credit hours of independent study for production of a professional paper or research project), and a comprehensive examination.

Research assistantships may be available for students in Plan A - Thesis option.

The Master of Science degree in Architecture offers an interdisciplinary, research-oriented academic experience for students from various fields who wish to use design visualization and information technology as a method of inquiry

and problem solving. The degree program is appropriate for the student who has demonstrated a high level of success and potential for further development beyond undergraduate studies. An applicant should submit a portfolio of design construction, or related experience/work, preferably in digital form (CD, DVD, website, etc.). The entering class may include students from various design fields including interior design, landscape architecture, product design, construction management, art, etc. Diversity is preferred in the student composition. Interviews via email, phone or personal may be required at the discretion of the applicant review committee.

The Master of Science Degree in Architecture is not a professional degree; it does not lead to architectural licensing as does the school's five-year Bachelor of Architecture Degree. Rather, this program offers the student an opportunity for exploration and research of architecture or a related field and utilizes technology as a problem-solving tool.

The degree program educates leaders and produces new knowledge in architecture and related fields. The program emphasizes process and product design in an interdisciplinary, intellectual context, and the mastery of emerging hardware and software is expected. The student will be given the opportunity and means to develop individual research agendas, mutually aligning with the program and faculty research agendas, and to collaborate with faculty and student colleagues on projects undertaken by the college. All students must purchase computers. In addition, students will have access to the college's Digital Research and Imaging Laboratory (DRIL), which includes high-end workstations and a video-editing suite. Applied research is encouraged with related industries, architectural firms, and other research units in an effort to address pertinent problems in architecture and the built environment.

Provisional Admission—The applicant who has not fully met requirements stipulated by the University and the department for admission to graduate study may be granted admission as a degree-seeking graduate student with provisional status. The student must have as his or her initial objective advancement to regular status.

A provisional student must receive a 3.00 GPA on the first nine hours of graduate level courses on the program of study taken at Mississippi State University in order to achieve regular status. Neither transfer credits nor unclassified graduate credits can be used to fulfill this requirement. If a 3.00 is not attained, the provisional student may be dismissed from graduate study. While in provisional status,

a student is not eligible to hold a graduate assistantship.

Academic Performance—A student must maintain a 3.00 GPA after admission to the program. A student with a GPA below 3.00 will continue study on a probationary basis and be given one semester to achieve a GPA of 3.00. Failure to do so will result in dismissal from the program.

Plan A - Thesis: Requires 30 credit hours (24 graduate-level course hours with one-half at the 8000 level and six credit hours of Research/Thesis), and a thesis defense.

Plan B - Non-Thesis: Requires 32 graduate-level credit hours with 15 hours at the 8000 level (includes two credit hours of independent study for production of a professional paper or research project), and a comprehensive examination.

The student in Plan A - Thesis must pass a general exam for the thesis by the end of the first year. Failure to do so will result in a probationary status, and the student will not be allowed to register for second year classes until a pass is received from the committee. Failure to pass may ultimately result in dismissal from the program.

Completion Requirements:

Plan A - Thesis: Requires completion of the thesis to the satisfaction of the Thesis Committee and a thesis defense.

Plan B - Non-Thesis: Requires two credit hours of independent study for production of a professional paper or research project and a comprehensive examination.

Graduate Courses—Course prerequisites are noted in parentheses.

First Year – Fall Semester

- ARC 6114 Professional Practice Strategies. 4 hours
- ARC 8990 Architecture and Virtual Spaces. 1-9 hours
- ARC 8114 Digital Design I. 4 hours

First Year – Spring Semester

- ARC 8224 Research and Writing. 4 hours
- ARC 8444 Interactive Media (ARC 8990). 4 hours
- ARC 8124 Digital Design II (ARC 8113). 4 hours
- ARC 8463 Digital Storytelling. 3 hours.

Second Year – Fall Semester

- ARC 8990 Computer-Aided-Design and Manufacturing (ARC 8113, 8123). 3 hours

Optional Electives

- ARC 7000 Directed Individual Studies.
(hours of credit vary)
ARC 8000 Research/Thesis. 6 hours
ARC 8990 Special Topics.
(hours of credit vary)

Art

College of Architecture, Art, and Design

Prof. James L. West, Dean
Prof. Kay DeMarsche, Department Head
and Graduate Coordinator
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NOTE: This program is no longer accepting applicants.

The Department of Art offers graduate work leading to a Master of Fine Arts degree in Electronic Visualization. The M.F.A. is a 60-hour terminal degree with an emphasis in Computer Animation, Multimedia, or Graphic Design.

Admission Criteria—A bachelor's degree in the visual arts from an accredited university is required for admission into Animation and Multimedia. A bachelor's degree in graphic design from an accredited university is required for admission into the Graphic Design track. The grade point average must be 3.00 on a 4.00 scale as an undergraduate and a 3.00 minimum on all graduate work; the grade point average in art courses taken should be a 3.00. International students must have a TOEFL (Test of English as a Foreign Language) score of 600 or higher to be considered for regular admission. In addition, a portfolio of the applicant's creative work demonstrating a strong sense of color, aesthetic sensibility, and design will be required for evaluation. The portfolio should be a visual representation of the applicant's creative experience and accomplishments and may consist of a combination of slides, video, or work on CD-ROM. Three letters of recommendation from people familiar with the applicant's work, motivation, and character should accompany the application. All graduate transfer credit is to be evaluated by the Graduate Advisory Committee of the MSU Department of Art within the first semester of enrollment.

Applications are reviewed by the Graduate Advisory committee for the Department of Art. Under rare circumstances, certain admission

requirements may be waived if the applicant's total portfolio indicates that he/she can contribute in a meaningful way to the cross-disciplinary nature of emerging fields within multimedia animation, and/or graphic design.

Materials needed for application (admission applications due February 15):

1. To be sent to: Office of Graduate Studies
P.O. Box G
Mississippi State, MS 39762:
 - a. formal application
 - b. statement of purpose
 - c. three letters of recommendation
 - d. official academic transcripts
2. To be sent to: Graduate Coordinator
Department of Art
P.O. Box 5182
Mississippi State, MS 39762:
 - a. copy of the material submitted to the Office of Graduate Studies
 - b. portfolio containing one or more of the following:
 - 20 slides in a slide sheet (labeled with Name, Title, Medium and Top of Image)
 - Video (VHS - no more than five minutes, cued)
 - CD-ROM (Macintosh)
 - DVD
 - URL for web based submissions
 - c. artist's statement/resume
 - d. enclosed questionnaire.

If time based work submitted is part of a team project, the applicant's contribution should be clearly identified. Incomplete applications will not be considered.

For additional information regarding the portfolio's contents as well as additional departmental requirements and application dates, write to the Graduate Coordinator, Department of Art, P.O. Box 5182, Mississippi State, MS 39762.

Program of Study—The M.F.A. program seeks applicants with multi-disciplinary interests in art/design and new technologies. Applicants are expected to demonstrate creative problem solving skills and experience in using digital technologies.

It is expected that the M.F.A. candidate will complete the program in three years and no more than four. The student is required to have a personal computer to supplement equipment provided in the labs. A shared studio office space is made available to the student by the second year of enrollment.