College of Art

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Website: https://samfoxschool.wustl.edu/academics/college-of-art/

Minors

A minor requires a total of 15 or 18 units from approved courses with a grade of C- or better. Visit the Sam Fox School website (https://samfoxschool.wustl.edu/academics/college-of-art/minors/) for specific requirements.

Minors are offered in the following areas:
- Art
- Design
- Creative Practice for Social Change
- Human-Computer Interaction

The Minor in Art (15 units) allows students to select courses from across the art curriculum. Each student may choose to select a narrow or wide-ranging set of courses based on their interests and goals. For students earning degrees in the College of Art, the minor is available to non-art majors only. Courses designated “Art FAAM” fulfill this requirement.

The Minor in Design (15 units) allows students to select courses from across communication design and fashion design on the basis of their interests and goals. For students earning degrees in the College of Art, the minor is available to non-design majors only. Courses designated “Art FADM” fulfill this requirement.

The Minor in Creative Practice for Social Change (https://samfoxschool.wustl.edu/collaborations/socially-engaged-practice/minor-in-creative-practice-for-social-change/) (15 units) allows students to apply creative practices from art, design and architecture to address systemic economic, environmental, and social challenges. The course Design in Social Systems (3 units) is required; students must take four additional 3-unit courses from a preselected menu of course work (12 units). At least 12 of the 15 units must be applied exclusively to the minor and cannot be double-counted toward another major or minor. No more than 3 units may be taken outside of the Sam Fox School. Courses designated “Art CPSC” fulfill this requirement.

The Minor in Human-Computer Interaction (http://www.hci-washu.site/) (18 units) is a collaboration between the College of Art and the McKelvey School of Engineering (https://engineering.wustl.edu/), with a mix of required and optional courses in each school. Students are able to gain a multidisciplinary understanding of the principles and applications of human-computer interaction, and they are introduced to the techniques and processes necessary to create effective user interfaces. Starting with the Class of 2024, students will be permitted to count only one course toward the human-computer interaction minor that is also counting for another major or minor.