

ART (B.A.)

Computer Equipment: Beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture's (<http://www.uidaho.edu/caa/>) website for specifics.

Required course work includes the university requirements (see regulation J-3 (<https://catalog.uidaho.edu/general-requirements-academic-procedures/j-general-requirements-baccalaureate-degrees/>)), the general requirements for the B.A. degree, the art core, and a studio emphasis (all the 2000-level and 3000-level courses in a specific studio area) in one of the following areas: ceramics, graphic design, interaction design, painting, sculpture, printmaking, or photography/digital imaging and:

Code	Title	Hours
Art Core (https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-design/art-core/)		15
Major Requirements		44-47
Total Hours		59-62

Major Requirements

Code	Title	Hours
ART 2050	Visual Culture	3
ART 4070	New Media	3
ART 4100	Professional Practices	2
Select 6 credits from the following Art History Electives with advisor approval: ³ credits should be 3000 level or higher		6
ART 2130	History and Theory of Modern Design	
ART 3020	Modern Art and Theory	
ART 3030	Contemporary Art and Theory	
ART 3230	History of Typography	
ART 4090	Visual Studies	
Select 15-18 credits from the following 2000-level studio courses: ¹ 15-18		
ART 2110	Life Drawing	
ART 2160	Digital Tools	
ART 2210	Introduction to Graphic Design	
ART 2220	Introduction to Typography	
ART 2310	Painting I	
ART 2410	Sculpture I	
ART 2510	Printmaking I	
ART 2610	Ceramics I	
ART 2710	Introduction to Interaction Design	
ART 2720	Introduction to Experiential Design	
Select 15 credits from the following studio courses: ² 15		
ART 3210	Graphic Design: Concepts (Max 6 credits)	
ART 3220	Graphic Design: Studio (Max 6 credits)	
ART 3300	Intermediate/Advanced Painting (Max 12 credits)	
ART 3400	Intermediate/Advanced Sculpture (Max 9 credits)	
ART 3500	Intermediate/Advanced Printmaking (Max 12 credits)	
ART 3600	Intermediate/Advanced Ceramics (Max 9 credits)	

ART 3700	Interaction/Experiential Design: Concepts (Max 9 credits)
ART 3730	Interaction/Experiential Design: Studio
ART 3800	Digital Imaging
ART 4040	Special Topics
ART 4880	Faculty Directed Internship

Total Hours **44-47**

Courses to total 120 credits for this degree

- ¹ Students pursuing a studio emphasis in graphic design must include ART 2220 Introduction to Typography; and interaction design majors must include ART 2720 Introduction to Experiential Design.
- ² At least 6 credits must be taken in one studio area for Studio Emphasis, i.e., ART 3300 Intermediate/Advanced Painting; no more than 6 credits in one studio area may be counted toward this requirement.

Fall Term 1	Hours
ART 1110 Drawing I	3
ART 1210 Integrated Design Process	3
ENGL 1101 Writing and Rhetoric I	3
CHIN 1010 OR FREN 1101 OR GERM 1101 OR JAPN 1010 OR AIST 1010 OR SPAN 1101	4
Mathematical Ways of Knowing Course	3
Hours	16
Spring Term 1	Hours
ART 1100 Introduction to Art: Why Art Matters	3
ART 1120 Drawing II	3
ART 1220 Art & Design Process	3
ENGL 1102 Writing and Rhetoric II	3
CHIN 1020 OR FREN 1102 OR GERM 1102 OR JAPN 1020 OR AIST 1020 OR SPAN 1102	4
Hours	16
Fall Term 2	Hours
ART 2050 Visual Culture	3
2000-level Studio	3
2000-level Studio	3
2000-level Studio	3
CHIN 2010 OR FREN 2010 OR GERM 2010 OR JAPN 2010 OR SPAN 2010	4
Hours	16
Spring Term 2	Hours
COMM 1101 Fundamentals of Oral Communication	3
2000-level Studio	3
2000-level Studio	3
Scientific Ways of Knowing Course	4
CHIN 2020 OR FREN 2020 OR GERM 2020 OR JAPN 2020 OR SPAN 2020	4
Hours	17
Fall Term 3	Hours
3000-level Studio	3
3000-level Studio	3
Art History Elective	3
Social and Behavioral Ways of Knowing Course	3
Humanistic and Artistic Ways of Knowing Course (Non-Art)	3
Hours	15
Spring Term 3	Hours
3000-level Studio	3
3000-level Studio	3
Scientific Ways of Knowing Course	4
Social and Behavioral Ways of Knowing Course	3
Elective Course	1
Hours	14

Fall Term 4

ART 4070	New Media	3
3000-level Studio		3
Social and Behavioral Ways of Knowing Course		3
Upper Division Elective		3
Upper Division Elective		3
Hours		15

Spring Term 4

ART 4100	Professional Practices	2
Art History Elective		3
Upper Division Elective		3
Upper Division Elective		3
Hours		11
Total Hours		120

The degree map is a guide for the timely completion of your curricular requirements. Your academic advisor or department may be contacted for assistance in interpreting this map. This map is not reflective of your academic history or transcript and it is not official notification of completion of degree or certificate requirements. Please contact the Registrar's Office regarding your official degree/certificate completion status.

1. Students graduating with a general B.A. Art degree will acquire and demonstrate the ability to place works of art and design in historical, cultural, and stylistic contexts and to analyze them perceptively.
2. The B.A. Art graduate will acquire and demonstrate functional competence with principles of visual organization (design principles), including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing along with appropriate media and formats for the various art and design disciplines.
3. Graduates of the B.A. Art degree should acquire and possess the ability to think, speak, and write clearly and effectively, and to communicate with precision, cogency, and rhetorical force.
4. All B.A. Art graduates will function and speak at an intermediate level in a foreign language. Students should exhibit appreciation of a foreign culture, in particular the visual and material culture products including films and designed objects.