

STUDIO ART AND DESIGN (B.F.A.)

The B.F.A. is a four-year degree divided into two parts: the preprofessional program (freshman and sophomore years) and the professional program (junior and senior years). Majors are eligible to apply for the professional program when they have completed the art core, are in the process of completing the 200-level art course requirements, and have earned a minimum 2.75 GPA. Applications for the professional BFA program will be requested each semester; students must be admitted to the professional BFA through the review process *before being admitted to ART 490 and ART 495*. Transcripts and a portfolio of the student's art work must accompany the application. Students accepted into the professional program must complete 15 credits of 300-level studio courses with at least 6 of the 15 credits in one sequential studio area and 12 credits of art history before enrolling in ART 490 and ART 495. Students must maintain a minimum GPA of 2.75 and receive a grade of 'C' or better in the 300- and 400-level art courses. Students may reapply for entry into the professional program any semester after their sophomore year.

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 coursework includes the university requirements (see regulation J-3 (<https://catalog.uidaho.edu/general-requirements-academic-procedures/j-general-requirements-baccalaureate-degrees/#j3>)); the art core; and a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in 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	59
	Total Hours	74

Major Requirements

Code	Title	Hours
ART 205	Visual Culture	3
ART 407	New Media	3
ART 410	Professional Practices	2
ART 490	BFA Art/Design Studio (12 credits required)	12
ART 495	Critical Art Writing Seminar	3
	<i>Select 6 credits of Art History Electives with advisor approval:</i>	6
ART 213	History and Theory of Modern Design	
ART 302	Modern Art and Theory	
ART 303	Contemporary Art and Theory	
ART 323	History of Typography	
ART 409	Visual Studies	
HIST 454	Pictures and Power: Photography, Politics, and American History	
	<i>Select 15 credits from the following 200-level Studio courses:</i>	15
ART 211	Life Drawing	

ART 216	Digital Tools	
ART 221	Introduction to Graphic Design	
ART 222	Introduction to Typography	
ART 231	Painting I	
ART 241	Sculpture I	
ART 251	Printmaking I	
ART 261	Ceramics I	
ART 271	Introduction to Interaction Design	
ART 272	Introduction to Experiential Design	
	<i>Select 15 credits from 300-400 level Studio courses:¹</i>	15
ART 321	Graphic Design: Concepts	
ART 322	Graphic Design: Studio	
ART 330	Intermediate/Advanced Painting	
ART 340	Intermediate/Advanced Sculpture	
ART 350	Intermediate/Advanced Printmaking	
ART 360	Intermediate/Advanced Ceramics	
ART 370	Interaction/Experiential Design: Concepts	
ART 373	Interaction/Experiential Design: Studio	
ART 380	Digital Imaging	
ART 404	Special Topics	
ART 488	Faculty Directed Internship	

Total Hours 59

Courses to total 120 credits for this degree

1

At least 6 credits must be taken in one studio area for a Studio Emphasis, i.e., ART 330; no more than 6 credits in one studio area may be counted toward this requirement.

No more than a combined total of 9 credits of the following courses may be applied toward a B.F.A. degree: ART 404, ART 488, ART 497, ART 498, and ART 499.

Fall Term 1		Hours
ART 100	Introduction to Art: Why Art Matters	3
ART 111	Drawing I	3
ART 121	Integrated Design Process	3
ENGL 101	Writing and Rhetoric I	3
	Mathematical Ways of Knowing Course	3
	Hours	15
Spring Term 1		
ART 112	Drawing II	3
ART 122	Art & Design Process	3
ENGL 102	Writing and Rhetoric II	3
COMM 101	Fundamentals of Oral Communication	3
	Scientific Ways of Knowing Course	4
	Hours	16
Fall Term 2		
ART 205	Visual Culture	3
	200-Level Studio	3
	200-Level Studio	3
	200-Level Studio	3
	Social and Behavioral Ways of Knowing Course	3
	Hours	15
Spring Term 2		
	200-Level Studio	3
	200-Level Studio	3
	Art History Elective	3

2 Studio Art and Design (B.F.A.)

Humanistic and Artistic Ways of Knowing Course (Non-Art)	3
Scientific Ways of Knowing Course	4
Hours	16
Fall Term 3	
300-Level Studio	3
300-Level Studio	3
300-Level Studio	3
Art History Elective	3
Social and Behavioral Ways of Knowing Course	3
Hours	15
Spring Term 3	
300-Level Studio	3
300-Level Studio	3
American Diversity Course	3
Upper Division Elective	3
Upper Division Elective	2
Hours	14
Fall Term 4	
ART 407 New Media	3
ART 490 BFA Art/Design Studio	6
ART 495 Critical Art Writing Seminar	3
Upper Division Elective	3
Hours	15
Spring Term 4	
ART 410 Professional Practices	2
ART 490 BFA Art/Design Studio	6
Upper Division Elective	3
Upper Division Elective	3
Hours	14
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 should acquire and possess the ability to think, speak, and write clearly and effectively, and to communicate with precision, cogency, and rhetorical force.
2. Students should acquire and demonstrate technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in the work.
3. Students should demonstrate a broad working knowledge of various aesthetic issues, processes, and media and their relationship to the conceptualization, development, and completion of works of art and design within various specializations.
4. Students should demonstrate competence by conceiving and creating a body of work for evaluation in a major area of study using design principles and technical skills to support work in the student's particular specialization.