

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 200-level and 300-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 205	Visual Culture	3
ART 407	New Media	3
ART 410	Professional Practices	2
Select 6 credits from the following Art History Electives with advisor approval: ^{3 credits should be 300 level or higher}		6
ART 213	History and Theory of Modern Design	
ART 217	Ancient & Pre-Modern Art	
ART 302	Modern Art and Theory	
ART 303	Contemporary Art and Theory	
ART 323	History of Typography	
ART 409	Visual Studies	
Select 15-18 credits from the following 200-level studio courses: ¹		15-18
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	
ART 280	Understanding Photography	
Select 15 credits from the following studio courses: ²		15
ART 321	Graphic Design: Concepts (Max 6 credits)	
ART 322	Graphic Design: Studio (Max 6 credits)	
ART 330	Intermediate/Advanced Painting (Max 12 credits)	
ART 340	Intermediate/Advanced Sculpture (Max 9 credits)	
ART 350	Intermediate/Advanced Printmaking (Max 12 credits)	

ART 360	Intermediate/Advanced Ceramics (Max 9 credits)
ART 370	Interaction/Experiential Design: Concepts (Max 9 credits)
ART 373	Interaction/Experiential Design: Studio
ART 380	Digital Imaging
ART 404	Special Topics
ART 488	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 222 Introduction to Typography; and interaction design majors must include ART 272 Introduction to Experiential Design.

2

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

Fall Term 1		Hours
ART 111	Drawing I	3
ART 121	Integrated Design Process	3
ENGL 101	Writing and Rhetoric I	3
CHIN 101 OR FREN 101 OR GERM 101 OR JAPN 101 OR AIST 101 OR SPAN 101		4
Mathematical Ways of Knowing Course		3
Hours		16
Spring Term 1		
ART 100	Introduction to Art: Why Art Matters	3
ART 112	Drawing II	3
ART 122	Art & Design Process	3
ENGL 102	Writing and Rhetoric II	3
CHIN 102 OR FREN 102 OR GERM 102 OR JAPN 102 OR AIST 102 OR SPAN 102		
Hours		12
Fall Term 2		
ART 205	Visual Culture	3
200-level Studio		3
200-level Studio		3
200-level Studio		3
CHIN 201 OR FREN 201 OR GERM 201 OR JAPN 201 OR SPAN 201		4
Hours		16
Spring Term 2		
COMM 101	Fundamentals of Oral Communication	3
200-level Studio		3
200-level Studio		3
Scientific Ways of Knowing Course		4
CHIN 202 OR FREN 202 OR GERM 202 OR JAPN 202 OR SPAN 202		4
Hours		17
Fall Term 3		
300-level Studio		3
300-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		
300-level Studio		3
300-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 407	New Media	3
300-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 410	Professional Practices	2
Art History Elective		3
Upper Division Elective		3
Upper Division Elective		3
	Hours	11
	Total Hours	116

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.