

ABOUT THE MAJOR

The BFA Program is considered to be the professional degree for those students interested in graduate school or pursuing other career opportunities in the visual arts. The intensity of this degree results in students becoming proficient in a specific studio area while augmenting it with studio areas outside their concentration. The BFA in Art program at UWG currently offers seven concentrations that are chosen by the student after they have completed their foundation classes.

The current concentrations offered at UWG are: Art Education, Ceramics, Graphic Design, Painting, Photography, Printmaking, and Sculpture

ABOUT THIS MAP

This program map is intended ONLY as a guide for students to plan their course of study. It does NOT replace any information in the Undergraduate Catalog, which is the official guide for completing degree requirements. Use this map to help plan and guide your experience at UWG, including academic, co-curricular, and discovery opportunities. Everyone’s experience is different and activities in this map are suggestions. Always consult with your advisors whenever possible for new opportunities and updates.

Visit westga.edu/program-maps for the latest version of this major map.



VISIT WOLFWATCH
FOR MORE
INFORMATION.



HAVE A QUESTION?
CHECK IN WITH
YOUR ADVISOR!



WHERE CAN YOU GO WITH THIS DEGREE?

- Art Director
- Creative Director
- Freelancer
- Graphic Designer
- Marketing Specialist
- Multimedia Artist/Animator
- Product Developer
- Production Artist
- User Experience (UX) Designer
- User Interface (UI) Designer

ADD A CERTIFICATE

- Arts Management
- Museum Studies
- Public History

HONORS COLLEGE

Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!

GRAPHIC DESIGN

Bachelor of Fine Arts

60

CORE CREDIT HOURS

66

MAJOR CREDIT HOURS

0

ELECTIVE CREDIT HOURS



UNIVERSITY OF WEST GEORGIA

2025-2026

TERM 1: FALL

C1: ENGL 1101 English Composition I	3 CREDIT HOURS
S1: HIST 1111 OR 1112 World History	3 CREDIT HOURS
I2: XIDS 2002 (Recommended) First-Year Seminar	2 CREDIT HOURS
F: ART 1006 OR 1009 Design I (2D)/Design II (3D)	3 CREDIT HOURS
F: ART 1007 Drawing I	3 CREDIT HOURS
A: HUMANITIES	3 CREDIT HOURS

- MILESTONES:
- COMPLETE ENGL 1101.
 - COMPLETE ART 1006 & 1007 (C OR BETTER).
 - EARN 18 OR MORE CREDIT HOURS.

TERM 2: SPRING

C2: ENGL 1102 English Composition II	3 CREDIT HOURS
M: MATH 1001 OR 1111 Quantitative Skills & Reasoning or College Algebra	3 CREDIT HOURS
P1: HIST 2111 OR 2112 US History	3 CREDIT HOURS
F: ART 1006 OR 1009 Design I (2D)/Design II (3D)	3 CREDIT HOURS
F: ART 1008 Drawing I	3 CREDIT HOURS
A: HUMANITIES	3 CREDIT HOURS

- MILESTONES:
- COMPLETE ENGL 1102.
 - COMPLETE ART 1008 & 1009 (C OR BETTER).
 - EARN 18 OR MORE CREDIT HOURS.

17 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS
= 35 CREDIT HOURS

CRUSH YOUR
COURSEWORK

- Enroll in Art Foundations Courses.
- Start taking University Core courses such as ART 1201, and remember it is important to take a mix of Art and University Core throughout your 4 years!
- Attend the Art Program Gathering (The Gathering).
- Meet with your Art Mentor (one will be assigned).
- Visit the Center for Academic Success (if you want some extra help).
- Talk with your mentor about the BA and BFA degree plans.

FIND YOUR
PLACE

- Join the Art Student Union.
- Attend Art Infuse and Art Incend.
- Meet with art mentor.
- Explore what the University has to offer, Ingram Library, UREC etc.

BROADEN YOUR
PERSPECTIVES

- Go to an Art Exhibition Reception.
- Attend a capstone exhibition.
- Attend the Faculty or Alumni Exhibition and Reception in the Fall.

CONNECT
OFF-CAMPUS

- Visit the Carrollton Art Center, Southeastern Quilt & Textile Museum, or local gallery.
- Attend School of the Arts lectures and events; if you are not on the Newnan campus, be sure to visit the Vault Gallery.

TAKE CARE OF
YOURSELF

- Focus on time management: make sure that in addition to doing well in all of your classes that you are making time for yourself throughout the week.
- Explore UWG's Wellness Hub.

PAVE YOUR
PATH

- Investigate the concentrations offered in ART.
- Passionate about more than one subject? Consider a minor within CACSI.

TERM 1: FALL

ART 3301 Beginning Ceramics	3 CREDIT HOURS
ART 3601 OR 3602 Painting I: Watercolor or Painting II	3 CREDIT HOURS
F: ART 2201 OR 2202 History of Western Art	3 CREDIT HOURS
ART 3401 Graphic Design I	3 CREDIT HOURS
T1: SCIENCE + LAB	4 CREDIT HOURS
<ul style="list-style-type: none">• STUDENT SHOULD APPLY TO THE BFA IN ART (GRAPHIC DESIGN).• EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).	

TERM 2: SPRING

ART 3801 Printmaking I: Survey	3 CREDIT HOURS
ART 3901 Introductory Sculpture	3 CREDIT HOURS
ART 3402 Graphic Design II	3 CREDIT HOURS
P2: POLS 1101 American Government	3 CREDIT HOURS
F: ART 2201 OR 2202 History of Western Art	3 CREDIT HOURS
T2: NON-LAB SCIENCE	3 CREDIT HOURS

- MILESTONES:
- EARN 18 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES)

16 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS
= 34 CREDIT HOURS

CRUSH YOUR
COURSEWORK

- Continue taking University Core classes.
- Secondary Art Core.
- Choose your concentration.
- Mid-Program Review.
- Continue meeting with art mentor.
- Take ART 2000, ART 2201 and 2202.

FIND YOUR
PLACE

- Volunteer to help out at Art Infuse and Art Incend.
- Continue meeting with art mentor.
- Attend visiting artist presentation.
- Enter work into The Eclectic.

BROADEN YOUR
PERSPECTIVES

- Participate in Critique with a Visiting Artist.
- Attend a visiting artist lecture.
- Initiate an SRAP grant with art faculty.
- GPA 3.2 or above? Consider applying to the Honors Program.

CONNECT
OFF-CAMPUS

- Seek out an Internship.
- Study Abroad.
- Visit Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flax, etc.
- Participate in Art Takeover

TAKE CARE OF
YOURSELF

- Utilize the free and confidential resources at the campus Counseling Center if needed.
- Take a group fitness class, explore the outdoors, or use the gym at University Recreation.

PAVE YOUR
PATH

- Draft Artist Statement and think about Resume development (experience, skills, exhibitions).
- Submit work to the Juried Student Exhibition.
- Take part in the Art Atelier.
- Apply for a Student Assistant position.

TERM 1: FALL

ART 4403 Graphic Design III	3 CREDIT HOURS
ART 3701 Intro to Photography	3 CREDIT HOURS
ART 4078 Mid-Program Review	0 CREDIT HOURS
ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class	3 CREDIT HOURS
ART HISTORY ELECTIVE Any 3000/4000 Level Art History Class	3 CREDIT HOURS
I1: ART 2000 (Recommended) Oral Communication and the Visual Arts	3 CREDIT HOURS

- MILESTONES:
- **COMPLETE MID PROGRAM REVIEW, BFA IN ART (GRAPHIC DESIGN).**
 - **EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).**

TERM 2: SPRING

ART 4404 Graphic Design IV	3 CREDIT HOURS
ART 4586 Internship	3 CREDIT HOURS
ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class	3 CREDIT HOURS
GRAPHIC DESIGN ELECTIVE Any 3000/4000 Level Graphic Design Class	3 CREDIT HOURS
S2: SOCIAL SCIENCE	3 CREDIT HOURS

MILESTONES:

- **EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).**

15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS
= 30 CREDIT HOURS

CRUSH YOUR
COURSEWORK

- Continue taking University Core classes.
- Secondary Art Core.
- Choose your concentration.
- Mid-Program Review.
- Continue meeting with art mentor.
- Take ART 2000, ART 2201 and 2202.

FIND YOUR
PLACE

- Volunteer to help out at Art Infuse and Art Incend.
- Continue meeting with art mentor.
- Attend visiting artist presentation.
- Enter work into The Eclectic.

BROADEN YOUR
PERSPECTIVES

- Participate in Critique with a Visiting Artist.
- Attend a visiting artist lecture.
- Initiate an SRAP grant with art faculty.
- GPA 3.2 or above? Consider applying to the Honors Program.

CONNECT
OFF-CAMPUS

- Seek out an Internship.
- Study Abroad.
- Visit Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flax, etc.
- Participate in Art Takeover

TAKE CARE OF
YOURSELF

- Utilize the free and confidential resources at the campus Counseling Center if needed.
- Take a group fitness class, explore the outdoors, or use the gym at University Recreation.

PAVE YOUR
PATH

- Draft Artist Statement and think about Resume development (experience, skills, exhibitions).
- Submit work to the Juried Student Exhibition.
- Take part in the Art Atelier.
- Apply for a Student Assistant position.

TERM 1: FALL

ART 4998 Senior Capstone Experience I	1 CREDIT HOUR
ART 4405 Graphic Design V	3 CREDIT HOURS
ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class	3 CREDIT HOURS
GRAPHIC DESIGN ELECTIVE Any 3000/4000 Level Graphic Design Class	3 CREDIT HOURS
T3: STEM COURSE	3 CREDIT HOURS

MILESTONES:

- **COMPLETE CAPSTONE I.**
- **APPLY FOR GRADUATION.**
- **EARN 13 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).**

TERM 2: SPRING

ART 4999 Senior Capstone Experience II	2 CREDIT HOURS
ART 4406 Graphic Design VI: Professional Portfolio	3 CREDIT HOURS
ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class	3 CREDIT HOURS
GRAPHIC DESIGN ELECTIVE Any 3000/4000 Level Graphic Design Class	3 CREDIT HOURS
ART 3210, 4211, OR 4215 Non-Western Art, Japanese Art, or Art of the African Diaspora	3 CREDIT HOURS

MILESTONES:

- **COMPLETE CAPSTONE II.**
- **EARN 14 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).**
- **COMPLETE 126 CREDIT HOURS (GRADUATE).**

13 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS
= 27 CREDIT HOURS

CRUSH YOUR
COURSEWORK

- Finish University Core classes.
- Capstone 1 & 2.

FIND YOUR
PLACE

- Visit the Office of Career and Graduate School Connections to help you determine next steps for your academic or professional goals.
- Present your art or art history research at Scholars' Day.
- Meet with your art mentor, talk about your post-graduation goals.
- Consider becoming a Peer Tutor.

BROADEN YOUR
PERSPECTIVES

- Enter a national or regional juried exhibition.
- Travel to a professional Symposium/Conference. The Office of Undergraduate Research can help you find funding if needed.

CONNECT
OFF-CAMPUS

- Go to a Conference or Symposium.
- Organize a gallery trip.
- Be part of a UWG volunteer program.

TAKE CARE OF
YOURSELF

- Practice mindfulness and stress reduction techniques.
- Connect with like-minded peers on campus through the Center for Student Involvement and Inclusion.
- Plan to stay connected to UWG after you graduate. Visit the UWG Alumni Association.

PAVE YOUR
PATH

- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.
- Hold a leadership position (i.e. ASU President).
- Explore residency opportunities.