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, Community Arts, 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.

WHERE CAN YOU GO WITH THIS DEGREE?

• Art Auctioneer
• Art Dealer
• Art Historian
• Art Professor
• Art Teacher
• Art Therapist
• Journalist
• Museum Exhibit Designer
• Museum Curator
• Talent Agent

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!

Visit westga.edu/program-maps for the latest version of this major map.
### YEAR 1

#### TERM 1: FALL

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>C1: ENGL 1101</td>
<td>English Composition I</td>
<td>3</td>
</tr>
<tr>
<td>S1: HIST 1111 OR 1112</td>
<td>World History</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 1006 OR 1009</td>
<td>Design 1 (2D)/Design 2 (3D)</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 1007</td>
<td>Drawing 1</td>
<td>3</td>
</tr>
<tr>
<td>T3: STEM COURSE</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>A: HUMANITIES</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**MILESTONES:**
- Complete ENGL 1101; Required to earn C or Higher.
- Complete ART 1006, 1007 (C or Better).
- Earn 18 or More Credit Hours.

#### TERM 1: SPRING

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>C2: ENGL 1102</td>
<td>English Composition II</td>
<td>3</td>
</tr>
<tr>
<td>M: MATH 1001 OR 1111</td>
<td>Quantitative Skills &amp; Reasoning or College Algebra</td>
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<tr>
<td>P1: HIST 2111 OR 2112</td>
<td>US History</td>
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</tr>
<tr>
<td>F: ART 1006 OR 1009</td>
<td>Design 1 (2D)/Design 2 (3D)</td>
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</tr>
<tr>
<td>F: ART 1008</td>
<td>Drawing 1</td>
<td>3</td>
</tr>
<tr>
<td>T2: NON-LAB SCIENCE</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**MILESTONES:**
- Complete ENGL 1102; Required to earn C or Higher.
- Complete ART 1006, 1007 (C or Better).
- Earn 18 or More 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.
- 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.
- Go to an Art Exhibition Reception.
- Attend a capstone exhibition.
- Attend the Faculty or Alumni Exhibition and Reception in the Fall.
- 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.
- 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 UREC's Wellness Hub.
- Investigate the concentrations offered in ART.

#### TAKE CARE OF YOURSELF

#### PAVE YOUR PATH

18 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS = 36 CREDIT HOURS

### TERM 2: FALL

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ART 3301</td>
<td>Beginning Ceramics</td>
<td>3</td>
</tr>
<tr>
<td>ART 3601 OR 3602</td>
<td>Painting I Watercolor or Painting II</td>
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</tr>
<tr>
<td>F: ART 2201 OR 2202</td>
<td>History of Western Art I or II</td>
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</tr>
<tr>
<td>ART 3011</td>
<td>Art Education Foundations</td>
<td>3</td>
</tr>
<tr>
<td>I2: INSTITUTIONAL OPTION</td>
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<td>2</td>
</tr>
<tr>
<td>T1: SCIENCE + LAB</td>
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<td>4</td>
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</tbody>
</table>

**MILESTONES:**
- Student should apply to the BFA in Art (art education).
- Earn 18 or More Credit Hours (C or Better in Art Classes).

#### 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.

#### TAKE CARE OF YOURSELF

- 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.

#### PAVE YOUR PATH

18 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS = 36 CREDIT HOURS

### TERM 2: SPRING

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 3012</td>
<td>Processes and Materials for Art Education</td>
<td>3</td>
</tr>
<tr>
<td>ART 3801</td>
<td>Printmaking I Survey</td>
<td>3</td>
</tr>
<tr>
<td>ART 3901</td>
<td>Introductory Sculpture</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 2201 OR 2202</td>
<td>History of Western Art I or II</td>
<td></td>
</tr>
<tr>
<td>P2: POLS 1101</td>
<td>American Government</td>
<td>3</td>
</tr>
<tr>
<td>I1: ART 2000</td>
<td>Recommended Oral Communication and the Visual Arts</td>
<td></td>
</tr>
</tbody>
</table>

**MILESTONES:**
- Students should complete Teacher Education Admission.
- Earn 18 or More Credit Hours (C or Better in Art Classes).

### CRUSH YOUR COURSEWORK

- 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.

### PAVE YOUR PATH

18 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS = 36 CREDIT HOURS
YEAR 3

TERM 1: FALL

ART 3701 OR 3700 3 CREDIT HOURS
Introduction to Photography or Survey of Photography

ART 4010 3 CREDIT HOURS
Instructional Planning and Pedagogy for Art

ART 4078 0 CREDIT HOURS
Mid-Program Review

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

ART HISTORY ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art History Class

S2: SOCIAL SCIENCE 3 CREDIT HOURS

MILESTONES:
• Complete Mid Program Review, BFA in Art (art education)
• Earn 15 or more credit hours (C or better in art classes)

TERM 2: FALL

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 Ineed.
• Continue meeting with art mentor.
• Attend visiting artist presentations.
• Enter work into The Eclectic.

BROADEN YOUR PERSPECTIVES

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

TAKE CARE OF YOURSELF

• 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

CONNECT OFF-CAMPUS

• 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.

15 FALL CREDIT HOURS + 16 SPRING CREDIT HOURS = 31 CREDIT HOURS

TERM 4

TERM 1: FALL

ART 4999 2 CREDIT HOURS
Senior Capstone Experience II

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

SPED 3715 3 CREDIT HOURS
The Inclusive Classroom: Differentiating Instruction

MILESTONES:
• Complete Capstone II.
• Apply for Graduation.
• Earn 14 or more credit hours (C or better in Art classes).

TERM 2: FALL

CRUSH YOUR COURSEWORK

• 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.

FIND YOUR PLACE

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

BROADEN YOUR PERSPECTIVES

• 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.

TAKE CARE OF YOURSELF

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

TAKE CARE OF YOURSELF

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

14 FALL CREDIT HOURS + 9 SPRING CREDIT HOURS = 23 CREDIT HOURS