ABOUT THE MAJOR
The BA in Studio Art degree serves students whose focus is on the liberal arts, and who desire a general education in the visual arts. The BA in Art History degree exposes students to the various cultures of the past and present and challenges students to relate themselves to a larger world. Art History students are required to write about art critically and to conduct research, and their initiation into the practice takes place in these courses. The Bachelor of Art (BA) is offered in Art History and Studio Arts. Students are encouraged to take part in the department’s summer studies abroad program. Scholarships are available to partially defray the cost of the summer program.

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 Authenticator
- Art Crime Investigator
- Art Economist
- Art Exhibit Installer
- Art Insurance adjustor
- Art publishing
- Auctioneer
- Conservator/Art restorer
- Curator
- Teacher

ADD A CERTIFICATE
- Arts Management
- Museum Studies
- Public History

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

HAVE A QUESTION?
CHECK IN WITH YOUR ADVISOR!
YEAR 1

TERM 1: FALL

A1: ENGL 1101
English Composition I
3 CREDIT HOURS

E1: HIST 1111 OR 1112
World History
3 CREDIT HOURS

F: ART 2201 OR 2202
History of Western Art I or II
3 CREDIT HOURS

F: ART 1006 OR 1009
Design I (2D) or Design II (3D)
3 CREDIT HOURS

F: ART 1007
Drawing I
3 CREDIT HOURS

MILESTONES:
- Complete ENGL 1101.
- Complete ART 1006, 1007, 2201 (C or better).
- Earn 15 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.

FIND YOUR PLACE
- Join the Art Student Union.
- Attend Art Infuse and Art Incend.
- Attend the Faculty or Alumni Exhibition and Reception in the Fall.
- Investigate a minor within CACSI.

TERM 2: SPRING

A1: ENGL 1102
English Composition II
3 CREDIT HOURS

A2: MATH 1001 OR 1111
Quantitative Skills & Reasoning or College Algebra
3 CREDIT HOURS

F: ART 2201 OR 2202
History of Western Art I or II
3 CREDIT HOURS

F: ART 1006 OR 1009
Design I (2D) or Design II (3D)
3 CREDIT HOURS

F: ART 1008
Drawing II
3 CREDIT HOURS

MILESTONES:
- Complete ENGL 1102.
- Complete ART 1006, 1009, 2202 (C or better).
- Earn 15 or more credit hours.

BROADEN YOUR PERSPECTIVES
- Visit the Carrolton Art Center, Quilt 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 UWG’s Wellness Hub.
- Investigate a minor within CACSI.

PAVE YOUR PATH

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

YEAR 2

TERM 1: FALL

B1: FORL 1001 OR 1002
(Unless tested out)
3 CREDIT HOURS

ART 3210, 4211, OR 4215
Non-Western Art, Japanese Art, or Art of the African Diaspora
3 CREDIT HOURS

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

B2: OTHER INSTITUTIONAL OPTIONS

D1: SCIENCE + LAB
MILESTONES:
- Earn 15 or more credit hours (C or better in ART classes)

TERM 2: SPRING

C2: FORL 1002 OR 2001
(Unless tested out)
3 CREDIT HOURS

E2: HIST 2111 OR 2112
US History
3 CREDIT HOURS

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

ART 3220 OR 3280
Art of the Ancient World or Museum Seminar
3 CREDIT HOURS

MINOR
MILESTONES:
- Earn 15 or more credit hours (C or better in ART classes).

PAVE YOUR PATH

15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 30 CREDIT HOURS
TERM 1: FALL

ART 3280 OR 3220  
Museum Seminar or Art of the Ancient World  
3 CREDIT HOURS

CRUSH YOUR COURSEWORK

- Continue taking University Core classes.
- Secondary Art Core.
- Start your Minor.
- Start your Language and Cultures sequence.
- Complete Mid-Program Review.
- Continue meeting with art mentor.
- Take ART 2000, ART 2201, and 2202.

FINISH YOUR PLACE

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

BROADEN YOUR PERSPECTIVES

- Participate in Critique with a Visiting Artist.
- Join a student club (i.e., Anthropology club, Art Student Union).
- Attend a visiting artist/speaker lecture.
- Initiate an SRAP grant with art and/or minor faculty.
- GPA 3.3 or above? Consider applying to the Honors Program.

CONNECT OFF-CAMPUS

- Seek out an Internship.
- Study Abroad.
- Vis-A-Vis Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flax, etc.
- Utility 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.

TAKE CARE OF YOURSELF

- Make connections between your Minor and your Major.
- Submit work to the Juried Student Exhibition.
- Apply for a Student Assistant position.

PAY YOUR PATH

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

TERM 2: SPRING

FORL 2001  
Foreign Lang/Lit (unless tested out)  
3 CREDIT HOURS

CRUSH YOUR COURSEWORK

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

FINISH YOUR PLACE

- Complete Mid-Program Review, BA in Art (Art History)
- Earn 15 or more credit hours (C or better in Art Classes)

BROADEN YOUR PERSPECTIVES

- Complete Art History Capstone I
- Apply for Graduation
- Earn 16 or more credit hours (C or better in Art Classes)

CONNECT OFF-CAMPUS

- 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.
- Consider becoming a Peer Tutor.

TAKE CARE OF YOURSELF

- Go to a Conference or Symposium in ART and/or your Minor.
- Organize a field trip.
- Be part of a UWG volunteer program.

PAY YOUR PATH

- Complete 120 credit hours (graduate)
- Finish University Core classes.
- Finish Capstone 1 & 2.

TERM 4

E3: POLS 1101  
American Government  
3 CREDIT HOURS

ART 4299  
Senior Capstone in Art History I  
1 CREDIT HOURS

CRUSH YOUR COURSEWORK

- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.

FINISH YOUR PLACE

- Apply for Jobs/Graduate School.
- Hold a leadership position (i.e., ASU President).
- Take with your Art Mentor about your post-graduation plans.