

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 Bachelors 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 Educator
- Art Management
- Art Therapist
- Artist
- Conservator
- Fashion Designer
- Graphic Designer
- Illustrator
- Interior Designer
- Visual Development Artist

ADD A CERTIFICATE

- Arts Management
- Museum Studies
- Public History

STUDIO ART

Bachelor of Art

60

CORE CREDIT HOURS

24

MAJOR CREDIT HOURS

18

ELECTIVE CREDIT HOURS

18

MINOR CREDIT HOURS

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!



UNIVERSITY OF WEST GEORGIA

2023-2024

TERM 1: FALL

A1: ENGL 1101 **3** CREDIT HOURS
English Composition I

E1: HIST 1111 OR 1112 **3** CREDIT HOURS
World History

B2: XIDS 2002 **2** CREDIT HOURS
(Recommended) First-Year Seminar

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

F: ART 1007 **3** CREDIT HOURS
Drawing I

- MILESTONES:
- COMPLETE ENGL 1101.
 - COMPLETE ART 1006 & 1007 (C OR BETTER).
 - EARN 15 OR MORE CREDIT HOURS.

TERM 2: SPRING

A1: ENGL 1102 **3** CREDIT HOURS
English Composition II

D2: MATH 1001 OR 1111 **3** CREDIT HOURS
Quantitative Skills & Reasoning or College Algebra

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

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

F: ART 1008 **3** CREDIT HOURS
Drawing II

- MILESTONES:
- COMPLETE ENGL 1102.
 - COMPLETE ART 1008 & 1009 (C OR BETTER).
 - EARN 15 OR MORE CREDIT HOURS.

14 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 29 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, 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.

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 a minor within CACSI.

TERM 1: FALL

ART 3301 **3** CREDIT HOURS
Beginning Ceramics

ART 3601 OR 3602 **3** CREDIT HOURS
Painting I: Watercolor or Painting II

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

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

D1: SCIENCE + LAB **4** CREDIT HOURS

- MILESTONES:
- EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES)

TERM 2: SPRING

ART 3801 **3** CREDIT HOURS
Printmaking I: Survey

ART 3901 **3** CREDIT HOURS
Introductory Sculpture

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

D2: MATH, SCIENCE, & QUALITATIVE TECHNOLOGY **3** CREDIT HOURS

MINOR **3** CREDIT HOURS

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

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

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.
- 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 3.2 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.

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

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

TERM 1: FALL

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

ART 4078 **0** CREDIT HOURS
Mid-Program Review

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

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

C1: FINE ARTS **3** CREDIT HOURS

D1: NON-LAB SCIENCE **3** CREDIT HOURS

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

TERM 2: SPRING

FORL 2002 **3** CREDIT HOURS
Foreign Lang/Lit (unless tested out) OR an approved 2000-level FORL course

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

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

E2: HIST 2111 OR 2112 **3** CREDIT HOURS
US History

MINOR **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.
- 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.

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.
- 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 3.2 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.

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

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

TERM 1: FALL

E3: POLS 1101 **3** CREDIT HOURS
American Government

ART 4998 **1** CREDIT HOUR
Senior Capstone Experience I

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

E4: SOCIAL SCIENCE **3** CREDIT HOURS

MINOR **3** CREDIT HOURS

MINOR **3** CREDIT HOURS

- MILESTONES:**
- COMPLETE CAPSTONE I.
 - APPLY FOR GRADUATION.
 - EARN 16 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

TERM 2: SPRING

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 OR **3** CREDIT HOURS

MINOR **3** CREDIT HOURS

- MILESTONES:**
- COMPLETE CAPSTONE II.
 - EARN 14 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).
 - COMPLETE 120 CREDIT HOURS (GRADUATE).

16 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS = 30 CREDIT HOURS

CRUSH YOUR COURSEWORK

- Finish University Core classes.
- Finish 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.
- Consider becoming a Peer Tutor.

BROADEN YOUR PERSPECTIVES

- Enter a national or regional juried exhibition.
- How does your Minor and Major complement each other.
- 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 in ART and/or your Minor.
- Organize a field 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).
- Talk with your Art Mentor about your post-graduation plans.