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.
# Program Map

## Year 1

### Term 1

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1: ENGL 1101</td>
<td>English Composition I</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 1006 OR 1009</td>
<td>Design I (2D)/Design II (3D)</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 1007</td>
<td>Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>B2: XIDS 2002</td>
<td>(Recommended) First-Year Seminar Course</td>
<td>2</td>
</tr>
<tr>
<td>E1: HIST 1111 OR 1112</td>
<td>World History</td>
<td>3</td>
</tr>
<tr>
<td>C1: FINE ARTS</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Milestones:**
- Complete ENGL 1101
- Complete ART 1006 & 1007 (C or better)
- Earn 18 or more credit hours

### Term 2

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1: ENGL 1102</td>
<td>English Composition II</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 1006 OR 1009</td>
<td>Design I (2D)/Design II (3D)</td>
<td>3</td>
</tr>
<tr>
<td>F: ART 1008</td>
<td>Drawing II</td>
<td>3</td>
</tr>
<tr>
<td>E2: HIST 2111 OR 2112</td>
<td>US History</td>
<td>3</td>
</tr>
<tr>
<td>A2: MATH 1001 OR 1111</td>
<td>Quantitative Skills &amp; Reasoning or College Algebra</td>
<td>3</td>
</tr>
<tr>
<td>C2: HUMANITIES</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Milestones:**
- Complete ENGL 1102
- Complete ART 1008 & 1009 (C or better)
- Earn 18 or more credit hours

### Program Details

<table>
<thead>
<tr>
<th>Term 1</th>
<th>Term 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 Fall Credit Hours + 18 Spring Credit Hours = 35 Credit Hours</td>
<td>16 Fall Credit Hours + 18 Spring Credit Hours = 34 Credit Hours</td>
</tr>
</tbody>
</table>
### TERM 1 Year 3

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 4403</td>
<td>Graphic Design III</td>
<td>3</td>
</tr>
<tr>
<td>ART 3701</td>
<td>Intro to Photography</td>
<td>3</td>
</tr>
<tr>
<td>ART 4078</td>
<td>Mid-Program Review</td>
<td>0</td>
</tr>
<tr>
<td><strong>ART STUDIO ELECTIVE</strong></td>
<td>Any 3000/4000 Level Art Studio Class</td>
<td>3</td>
</tr>
<tr>
<td><strong>ART HISTORY ELECTIVE</strong></td>
<td>Any 3000/4000 Level Art History Class</td>
<td>3</td>
</tr>
<tr>
<td><strong>B1: ART 2000</strong></td>
<td>(Recommended course for Core Area B1)</td>
<td>3</td>
</tr>
</tbody>
</table>

**Milestones:**
- Complete Mid Program Review, BFA in Art (Graphic Design)
- Earn 15 or more credit hours (C or better in Art Classes)

15 Fall Credit Hours + 15 Spring Credit Hours = 30 Credit Hours

### TERM 2 Year 3

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 4404</td>
<td>Graphic Design IV</td>
<td>3</td>
</tr>
<tr>
<td>ART 4586</td>
<td>Internship</td>
<td>3</td>
</tr>
<tr>
<td><strong>ART STUDIO ELECTIVE</strong></td>
<td>Any 3000/4000 Level Art Studio Class</td>
<td>3</td>
</tr>
<tr>
<td><strong>GRAPHIC DESIGN ELECTIVE</strong></td>
<td>Any 3000/4000 Level Graphic Design Class</td>
<td>3</td>
</tr>
<tr>
<td><strong>E4: SOCIAL SCIENCE</strong></td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Milestones:**
- Earn 15 or more credit hours (C or better in Art Classes)

### TERM 1 Year 4

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 4405</td>
<td>Graphic Design V</td>
<td>3</td>
</tr>
<tr>
<td>ART 4998</td>
<td>Senior Capstone Experience I</td>
<td>1</td>
</tr>
<tr>
<td><strong>ART STUDIO ELECTIVE</strong></td>
<td>Any 3000/4000 Level Art Studio Class</td>
<td>3</td>
</tr>
<tr>
<td><strong>GRAPHIC DESIGN ELECTIVE</strong></td>
<td>Any 3000/4000 Level Graphic Design Class</td>
<td>3</td>
</tr>
<tr>
<td><strong>D2: MATH, SCIENCE, AND QUANTITATIVE TECHNOLOGY</strong></td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Milestones:**
- Complete Capstone I
- Apply for Graduation
- Earn 13 or more credit hours (C or better in Art Classes)

13 Fall Credit Hours + 14 Spring Credit Hours = 27 Credit Hours
Core Curriculum

A1 Communication Skills
A2 Quantitative Skills

B1 Written and Oral Communications
B2 Other Institutional Options

C1 Fine Arts
C2 Humanities

D1 Natural Science
D2 Mathematics, Science, and Quantitative Technology

E1 World History
E2 American/Georgia History
E3 American/Georgia Government
E4 Social Science

F Major Courses
- 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 the BFA degree plans

- Go to an Art Exhibition Reception
- Attend Art Infuse and Art Incend
- Meet with art mentor
- Explore what the University has to offer, Ingram Library, UREC etc.

- Join the Art Student Union
- Attend Art Infuse and Art Incend
- Meet with art mentor
- Visit the Carrollton Art Center, South-eastern 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.

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

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

- 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

- 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

- 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
- 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

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

- 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

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

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

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