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

### Term 1

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

**Milestones:**
- Complete ENGL 1101
- Complete ART 1006 & 1007 (C or better)
- Earn 15 or more credit hours

### Term 2

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A1:</strong> ENGL 1102</td>
<td>English Composition II</td>
<td>3</td>
</tr>
<tr>
<td><strong>F:</strong> ART 1006 OR 1009</td>
<td>Design I (2D)/Design II (3D)</td>
<td>3</td>
</tr>
<tr>
<td><strong>F:</strong> ART 1008</td>
<td>Drawing II</td>
<td>3</td>
</tr>
<tr>
<td><strong>B1:</strong> FORL 1001 OR 1002</td>
<td>(Unless tested out)</td>
<td>3</td>
</tr>
<tr>
<td><strong>A2:</strong> MATH 1001 OR 1011</td>
<td>Quantitative Skills &amp; Reasoning or College Algebra</td>
<td>3</td>
</tr>
</tbody>
</table>

**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

### Term 1

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C2:</strong> FORL 1002 OR 2001</td>
<td>(Unless tested out)</td>
<td>3</td>
</tr>
<tr>
<td><strong>ART 3301</strong></td>
<td>Beginning Ceramics</td>
<td>3</td>
</tr>
<tr>
<td><strong>ART 3601 OR 3602</strong></td>
<td>Painting I: Watercolor or Painting II</td>
<td>3</td>
</tr>
<tr>
<td><strong>F:</strong> ART 2201 OR 2202</td>
<td>History of Western Art</td>
<td>3</td>
</tr>
<tr>
<td><strong>D1:</strong> SCIENCE + LAB</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

**Milestones:**
- Earn 15 or more credit hours (C or better in art classes)

### Term 2

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ART 3801</strong></td>
<td>Printmaking I: Survey</td>
<td>3</td>
</tr>
<tr>
<td><strong>ART 3901</strong></td>
<td>Introductory Sculpture</td>
<td>3</td>
</tr>
<tr>
<td><strong>F:</strong> ART 2201 OR 2202</td>
<td>History of Western Art</td>
<td>3</td>
</tr>
<tr>
<td><strong>MINOR</strong></td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>D2:</strong> MATH, SCIENCE, AND QUANTITATIVE TECHNOLOGY</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**Milestones:**
- Earn 15 or more credit hours (C or better in art classes)

16 Fall Credit Hours + 15 Spring Credit Hours = 31 Credit Hours
TERM 1

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

ART 4078
Mid-Program Review 0

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

C1: FINE ARTS 3

D1: NON-LAB SCIENCE 3

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

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

TERM 2

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

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

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

E2: HIST 2111 OR 2112
US History 3

MINOR COURSE 3

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

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

TERM 1

E3: POLS 1101
American Government 3

ART 4998
Senior Capstone Experience I 1

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

E4: SOCIAL SCIENCE 3

MINOR COURSE 3

MINOR COURSE 3

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

TERM 2

ART 4999
Senior Capstone Experience II 2

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

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

ART STUDIO ELECTIVE OR
MINOR COURSE
Any 3000/4000 Level Art Studio Class 3

MINOR COURSE 3

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
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 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, 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

• Participate in Critique with a Visiting Artist
• Join a student club (ie. 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

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

• 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

• 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

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

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

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

• 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

• 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

• Participate in Critique with a Visiting Artist
• Join a student club (ie. 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

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

• 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

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

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

• 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

• 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

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

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

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