

# BA: ART VISUAL ART AND DESIGN

## REQUIREMENTS

**CORE CURRICULUM** The Core Curriculum is designed to foster critical thinking skills and introduce students to basic domains of thinking that transcend disciplines. The Core applies to all majors. Information on specific classes in the Core can be found at [marshall.edu/gened](http://marshall.edu/gened).

### CORE 1: CRITICAL THINKING

CODE	COURSE NAME	HRS	GRADE
FYS 100	First Year Sem Crit Thinking	3	_____
MTH 121	Critical Thinking	3	_____
_____	Critical Thinking	3	_____
<b>Additional University Requirements</b>			
_____	Writing Intensive	3	_____
_____	Writing Intensive	3	_____
_____	Multicultural/International	3	_____
_____	Capstone	3	_____

### CORE 2:

CODE	COURSE NAME	HRS	GRADE
ENG 101	Beginning Composition	3	_____
ENG 201	Advanced Composition	3	_____
CMM 103	Fund Speech-Communication	3	_____
MTH 121	Concepts and Applications	3	_____
_____	Core II Phys./Natural Science	4	_____
_____	Core II Humanities	3	_____
_____	Core II Social Science	3	_____
_____	Core II Fine Arts	3	_____

## MAJOR REQUIREMENTS

All BA Art Visual Art and Design majors are required to take the following courses:

CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
ART 101	Visual Cultural and Research	3	_____	ART 219	Foundations: Frame/Time	3	_____
ART 214	Foundations: Grid/Chroma	3	_____	ART 299	Foundations Review: BA	0	_____
ART 215	Foundations: Form/Space	3	_____	ART 201	History of Art	3	_____
ART 217	Foundations: Record/Layer	3	_____	ART 202	History of Art	3	_____
ART 218	Foundations: Site/Matrix	3	_____	ART 497	Capstone Studio	3	_____

## AREA OF EMPHASIS-SPECIFIC

Students who wish to major in Art History must take the following courses:

CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	ART Studio Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	2	_____

## MAJOR INFORMATION

- Students enrolled in the Bachelor of Arts program are required to complete all coursework in the respective majors with a minimum grade of C. Course grades of D and F are not counted toward graduation requirements and must be replaced with a grade of C or better before graduation or before using that course as a prerequisite for another required course.
- Forty (40) credit hours must be earned in courses numbered 300-499.
- No courses in the college and major requirements for graduation in the College of Arts and Media may be taken Credit/Non-Credit unless the course is otherwise specified.
- Students pursuing the B.A. will complete a capstone project appropriate to their emphasis area and outside field. Projects must be approved by the student's school director and capstone advisor. B.A. students must register for ART 499, Senior Capstone Project.
- Visual Art and Design Track Core: 25 credit hours: ART 101, 201, 202, 214, 215, 217, 218, 219, 299, 499
- Studio Electives: 12 credit hours selected from the following: ART 301, 303, 305, 307, 312, 314, 315, 317, 318, 343, 353, 418, 444. Students must choose four courses that reflect the student's program of study selected in consultation with the academic advisor in Art and Design. The purpose of this component is to allow the student to engage with various media beyond exposure in the art core and to develop further studio skills.
- Additional studio art courses: Working in consultation with the Academic Advisor in Art and Design, students select 12-15 hours of 300 and 400 level art studio courses intended to allow the student to develop concepts and skills that enhance the student's ability to pursue career goals in an interdisciplinary way.
- Minor 15-18 credit hours: Students may elect to pursue a second major with their non-art electives rather than a minor
- Additional Non-Art Electives 17-29 credit hours

# BA: ART VISUAL ART AND DESIGN

The School of Art and Design offers the Bachelor of Arts (B.A.) with majors in either Art or Allied Arts. The major in Art has tracks in Visual Art and Design and in Art History. Visual Art and Design emphasizes visual art and its relationship to outside disciplines.

YEAR ONE	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	ART 101	Visual Cultural and Research	3	_____	ART 214	Foundations: Grid/Chroma	3	_____
	ART 217	Foundations: Record/Layer	3	_____	ART 215	Foundations: Form/Space	3	_____
	ENG 101	Beginning Composition	3	_____	MTH 121	Concepts and Applications (CT)	3	_____
	FYS 100	First Year Sem Crit Thinking	3	_____	CMM 103	Fund Speech Communication	3	_____
	_____	Core II Fine Arts	3	_____	_____	Core II Social Science (M/I)	3	_____
	UNI 100	Freshman First Class	1	_____				
	<b>TOTAL HOURS</b>				<b>TOTAL HOURS</b>			
	16				15			
	Summer Term (optional):							

YEAR TWO	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	ART 201	History of Art	3	_____	ART 202	History of Art	3	_____
	ART 218	Foundations: Site/Matrix	3	_____	ART 299	Foundations Review: BA	0	_____
	ART 219	Foundations: Frame/Time	3	_____	_____	ART Studio Elective	3	_____
	_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
	ENG 201	Advanced Composition	3	_____	_____	Minor or Non-Art Elective	3	_____
					_____	Core II Humanities (WI)	3	_____
	<b>TOTAL HOURS</b>				<b>TOTAL HOURS</b>			
	15				15			
	Summer Term (optional):							

YEAR THREE	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	_____	ART Studio Elective	3	_____	_____	ART Studio Elective	3	_____
	_____	ART Studio Elective	3	_____	_____	ART Studio Elective	3	_____
	_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
	_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
	_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
	_____	Core II Physical/Natural Science	4	_____	_____	Minor or Non-Art Elective	3	_____
	<b>TOTAL HOURS</b>				<b>TOTAL HOURS</b>			
	16				15			
	Summer Term (optional):							

YEAR FOUR	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	_____	ART Studio Elective (or ART 497)	3	_____	ART 497	Capstone Studio (or ART Elective)	3	_____
	_____	ART Studio Elective	3	_____	_____	ART Studio Elective	3	_____
	_____	Minor or Non-Art Elective	3	_____	_____	Minor or Non-Art Elective	3	_____
	_____	Minor or Non-Art Elective	2	_____	_____	Minor or Non-Art Elective	3	_____
	_____	Writing Intensive	3	_____	_____	Core I Critical Thinking	3	_____
	<b>TOTAL HOURS</b>				<b>TOTAL HOURS</b>			
	14				15			
	Summer Term (optional):							

Area of Emphasis  
Major Requirement  
College Requirement  
General Education Requirement

Milestone Course: This is a key success marker for your major. See your advisor to discuss the importance of this course in your plan of study.

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## INVOLVEMENT OPPORTUNITIES

- SGA
- Campus Activity Board
- JMELI
- Commuter Student Advisory Board
- Community Engagement Ambassadors
- Club Sports
- Religious Organizations
- Political Organizations
- Residence Hall Association
- Cultural Organizations
- National Society of Leadership and Success
- Greek Life

## RELATED MAJORS

- History
- Education
- Creative Writing

## GRADUATION REQUIREMENTS

- Have a minimum of 120 credit hours (some colleges or majors require more);
- Have an overall and Marshall Grade Point Average of 2.00 or higher;
- Have an overall Grade Point Average of 2.00 or higher in the major area of study;
- Have earned a grade of C or better in English 201 or 201 H;
- Have met all major(s) and college requirements;
- Have met the requirements of the Core Curriculum;
- Have met the residence requirements of Marshall University, including 12 hours of 300/400 level coursework in the student's college (see section entitled "Residence Requirements" in the undergraduate catalogue);
- Be enrolled at Marshall at least one semester of the senior year;
- Have transferred no more than 72 credit hours from an accredited West Virginia two-year institution of higher education.

Colleges and specific programs may have unique requirements that are more stringent than those noted above. Students are responsible for staying informed about and ensuring that they meet the requirements for graduation.

This academic map is to be used as a guide in planning your coursework toward a degree. Due to the complexities of degree programs, it is unfortunate but inevitable that an error may occur in the creation of this document. The official source of degree requirements at Marshall University is DegreeWorks available in your myMU portal. Always consult regularly with your advisor.

# B.A. VISUAL ART — 2020-2021

## YEAR ONE



Have questions? Need to talk? You already have a Friend-At-Marshall ready to help you succeed. Find your FAM Peer Mentor here: [www.marshall.edu/fam](http://www.marshall.edu/fam)



Stay on the Herd Path and come to class! Class attendance is more important to your success than your high school GPA, your class standing, or your ACT/SAT scores.



Apply to the Student Juried Exhibition, Art and Design scholarships, and summer art workshops/residencies.



Attend an intercultural festival or event on campus or in town.



Take a pulse check. Know what you need to do every year to keep your grants, scholarships, or federal financial aid.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.



In order to graduate on time, you need to take an average of 15 credits per semester. Are you on track? Take 15 to Finish!

## YEAR THREE



Develop relationships with professors who can serve as future references by attending their office hours.



Apply to the Student Juried Exhibition, Art and Design scholarships, and summer art workshops/residencies.



Are you on track to graduate? Meet with your advisor for your Junior Eval to make sure you know what requirements you have left.



Attend an intercultural festival or event on campus or in town.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.



No need to wait until graduate school. Discuss undergraduate research opportunities with faculty in your major right now.



Don't enter your field with zero experience! Secure an internship related to your field of study.

## YEAR TWO



Are you completing enough credits to graduate on time? Dropping or failing a class can put you behind. Use summer terms to quickly get back on track.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.



No need to wait until graduate school. Discuss undergraduate research opportunities with faculty in your major right now.



Have you considered adding a minor? Think about personal areas of interest you'd like to explore or how you might enhance your major with a related skill set.



Join or create a club or organization on campus about a particular issue you care about. Marshall has more than 200 student organizations.



Apply to the Student Juried Exhibition, Art and Design scholarships, and summer art workshops/residencies.

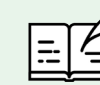


Attend an intercultural festival or event on campus or in town.

## YEAR FOUR



This is it! Are you on track to graduate? Meet with your advisor for your Senior Eval to see what requirements you have left.



Want to continue your education and increase your opportunities? Talk to a faculty member about whether graduate school fits your career.



Develop relationships with professors who can serve as future references by attending their office hours.



Attend an intercultural festival or event on campus or in town.



Networking is key! Attend a Career Expo to seek employment opportunities and network with employers in your field.



Consider applying for a year-long service opportunity after graduation like AmeriCorps, Peace Corps, Teach for America, City Year, or Literacy Lab.



Be at the top of your professional game! Prepare a final resume and practice your interview skills with a career coach in Career Education.

## TRANSFERABLE SKILLS ASSOCIATED WITH THIS MAJOR

- Creativity
- Attention to Detail
- Design Sense
- Imagination
- Open-Mindedness
- Curiosity
- Artistic Sense

## ASSOCIATED CAREERS

- Art Director
- Administration
- Curator
- Conservation
- Restoration
- Registrar
- Collections Management
- Exhibit Design/Preparation
- Archive Management
- Graphic Artist
- Animation
- Story Board Artist
- Fashion/Textile/Interior Design
- Buyer



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