Art and Design, Undergraduate Certificate

Visit the Art and Design Department page (https://www.uvu.edu/artdesign/) for more information on the program and access to advising.

Program Description

The Art and Design, Undergraduate Certificate provides foundational instruction in both two-dimensional and three-dimensional art, utilizing traditional and digital tools. Students develop skills in creating artwork that demonstrates mastery of design elements and excellence in craftsmanship. This program encourages exploration across various media, techniques, and styles, while fostering collaborative critique with peers from diverse artistic backgrounds. Additionally, students gain an understanding of how art influences and reflects cultural and subcultural perspectives.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**30**
Discipline Core Requirements		**18 Credits**
ART 1120	2D Design	3
ART 1130	3D Design	3
Complete 9 credits from the following list (please note: ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):		9
ART 1400	Graphic Computer Applications (3)	
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1750	Intro to Digital Imaging (3)	
or ART 1050	Photography I	
ART 1350	Ceramics I (3)	
ART 1420	Graphic Design I (3)	
ARTH 2710	Prehistoric Through Gothic Art History	3
or ARTH 2720G	Renaissance Through Contemporary Art History	
Elective Requirements		**12 Credits**
Any ART course not already taken (See Department Advisor).		12

Graduation Requirements

1. Completion of a minimum of 30 credits.
2. Overall GPA of 2.0 or higher.
3. Residency hours -- Minimum of 10 credits required through course attendance at UVU.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year		
Semester 1		**Credit Hours**
ART 1120	2D Design	3
ARTH 2710 or ARTH 2720G	Prehistoric Through Gothic Art History or Renaissance Through Contemporary Art History	3
ART/ARTH Elective		3
ART/ARTH Elective		3
	Credit Hours	**12**
Semester 2		
ART 1130	3D Design	3
ART/ARTH Elective		3
ART/ARTH Elective		3

ART/ARTH Elective	3
Credit Hours	**12**
Second Year	
Semester 3	
ART/ARTH Elective	3
ART/ARTH Elective	3
Credit Hours	**6**
Total Credit Hours	**30**

Program Learning Outcomes

1. Create artwork using elements of design.
2. Define excellence in the craftsmanship and execution of artistic work.
3. Create artworks in a variety of media, techniques, and styles.
4. Critique projects in collaboration with a variety of individuals from different emphases inside and/or outside of the department.
5. Explain how art has an influence across cultures/subcultures.

Web and digital interface designers

- Total Positions128,600
- Field Growth7.9%
- Median Salary$98,540
- Average Openings9.9

Art, drama, and music teachers, postsecondary

- Total Positions127,400
- Field Growth2.7%
- Median Salary$80,360
- Average Openings9.9

Commercial and industrial designers

- Total Positions34,000
- Field Growth3.1%
- Median Salary$76,250
- Average Openings2.3

Graphic designers

- Total Positions267,200
- Field Growth2.5%
- Median Salary$58,910
- Average Openings21.1

Set and exhibit designers

- Total Positions29,600
- Field Growth5.1%
- Median Salary$59,490
- Average Openings2.4

Designers, all other

- Total Positions30,400
- Field Growth3.0%
- Median Salary$67,500
- Average Openings2.4