Art and Design, A.S.

Students who elect to earn a bachelor of arts or associate of arts degree are required to complete a foreign language requirement, while those who earn a bachelor of science or associate of science degree have the option to take more electives. All of these degrees allow students to explore a few areas within the department and gain a more well-rounded education in the visual arts.

Matriculation Requirements

Portfolio review required

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		61
General Education Requireme	ents	35 Credits
ENGL 1010	Introduction to Academic Writing CC	3
or ENGH 1005	Literacies and Composition Across Contexts CC	
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)	3
MAT 1030	Quantitative Reasoning QL (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
HIST 2700	US History to 1877 AS	
& HIST 2710	and US History since 1877 AS (6)	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1000	American Heritage AS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 2050	Ethics and Values IH	3
HLTH 1100	Personal Health and Wellness TE	2
or EXSC 1097	Fitness for Life TE	
Distribution Courses		
Biology		3
Physical Science		3
Additional Biology or Physical Se	cience	3
Humanities Distribution		3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Social/Behavioral Science		3
Discipline Core Requirements		18
		Credits
ART 1120	2D Design	3
ART 1130	3D Design	3
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the follo	owing list (please note: when selecting electives be mindful of prerequisite requirements for advanced courses):	9
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	

Elective Requirements

8 Credits

8

Complete a minimum of 8 credits from any ART/ARTH Course not already required. Courses relative to the type of Bachelors Degree you plan to pursue are recommended. (See department advisor for appropriate courses.)

Graduation Requirements

- 1. Completion of a minimum of 61 semester credits.
- 2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
- 3. Residency hours-- minimum of 20 credit hours through course attendance at UVU.
- 4. Completion of GE and specified departmental requirements.
- 5. Portfolio Submission.

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
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
MAT 1030 or MAT 1035	Quantitative Reasoning QL or Quantitative Reasoning with Integrated Algebra QL	3
American Institutions Distribution		3
ART 1120	2D Design	3
Art Elective		3
	Credit Hours	15
Semester 2		
ENGL 2010	Intermediate Academic Writing CC	3
Social/Behavioral Science Distribution		3
Physical Science Distribution		3
Art Elective		3
ART 1130	3D Design	3
	Credit Hours	15
Second Year		
Semester 3		
Biology Distribution		3
PHIL 2050	Ethics and Values IH	3
or PHIL 205G	or Ethics and Values IH GI	
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Art Elective		3
ART/ARTH Elective		3
	Credit Hours	15
Semester 4		
Humanities Distribution		3
Physical Science Distribution		3
HLTH 1100	Personal Health and Wellness TE	2
or EXSC 1097	or Fitness for Life TE	
ARTH 2720	Renaissance Through Contemporary Art History FF	3
ART/ARTH Elective		3
ART/ARTH Elective		2
	Credit Hours	16
	Total Credit Hours	61

Program Learning Outcomes

1. VISUAL LITERACY: Demonstrate with competency the creation of compositions that successfully use the elements of art and principles of design.

2. PROFESSIONAL EXCELLENCE: Demonstrate with competency the ability to execute a professional-level body of work (in at least one form of media) in a way that reflects a professional-level of aptitude and knowledge of technical and artistic skill sets.

3. CREATIVE DIVERSITY: Demonstrate with competency the ability to include individual expression/voice in a given body of work or to communicate and express unique ideas.