

Art and Design, Certificate of Proficiency

This certificate is available for all UVU students with a particular focus designed to provide high school students an opportunity to obtain a certificate of proficiency in a Career and Technical Education (CTE) field while still enrolled in high school and stack into certificate, associate, and bachelor degrees at UVU. This certificate is meant to help students become college ready; it does not prepare them to be job ready.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		16
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts CC	3
MAT 1030 or MATH 1050	Quantitative Reasoning QL College Algebra QL	3
BIOL 1010	General Biology BB	3
BIOL 1015	General Biology Laboratory	1
ART 1120	2D Design	3
ART 1400	Graphic Computer Applications	3

Graduation Requirements

1. Completion of a minimum of 16 semester credits.
2. Overall grade point average of 2.5 or above.
3. All courses must be completed with grade 'C' or higher.

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 MATH 1050	Quantitative Reasoning QL or College Algebra QL	3
ART 1120	2D Design	3
Credit Hours		9
Semester 2		
ART 1400	Graphic Computer Applications	3
BIOL 1010	General Biology BB	3
BIOL 1015	General Biology Laboratory	1
Credit Hours		7
Total Credit Hours		16

Program Learning Outcomes

1. Understand how to modify digital images.
2. Develop basic design skills.
3. Understand how to create page basic page layout skills.
4. Understand the elements and principles of design.
5. Apply elements and principles of design to a series of design problems.
6. Create projects based on such principles as line, shape, rhythm, contour, value, and contrast.