ART & DESIGN

WHAT IT IS.
The art and design program has a rich 125-year history at the University of Idaho. Bachelor and master degree programs are offered in art, art education, and studio art, with concentrations in design or fine art. Students undertake coursework in graphic design, interactive design, digital imaging, painting, sculpture, printmaking, mixed media, drawing and art history and theory.

WHAT IT TAKES.
To succeed, you should have strong analytical, interpretation, research and creative skills. You must also have a lifelong desire to learn and continually enhance your knowledge, perspectives and expertise.

Students of art and design experience an integrated curriculum that fosters theoretical and professional growth, while developing a deep understanding of the potential of visual work in its many contexts: from personal expression to practical experience in the design professions, to critical analysis and appreciation of our visual environment.

WHAT YOU CAN DO.
You will be prepared for exciting and rewarding careers as artists and designers in design firms, arts organizations, schools, museums, and galleries.

You will also become a strong visual thinker equipped with both the creative and intellectual skills to succeed in the dynamic global art and design communities of the future.

» Gallery owner/operator
» Art historian
» Museum education coordinator
» Art librarian
» Community arts director
» Art critic/reporter
» Arts council director
» Arts fundraiser
» Graphic designer
» Studio artist
» Photographer
» Advertising artist/designer
» Technical illustrator
» Web designer
» Cartoonist
» Greeting card artist
» Police/courtroom artist
» Printmaker
**ART & DESIGN B.F.A. STUDIO ART & DESIGN CURRICULUM PLANNING**

<table>
<thead>
<tr>
<th>FIRST YEAR · FALL SEMESTER</th>
<th>Credit</th>
<th>FIRST YEAR · SPRING SEMESTER</th>
<th>Credit</th>
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<tbody>
<tr>
<td>Art 110 Integrated Art &amp; Design Communication</td>
<td>2</td>
<td>Art 100 World Art &amp; Culture (meets Int'l Core)</td>
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<tr>
<td>Art 111 Drawing I</td>
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<td>Art 112 Drawing for Design Thinking</td>
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<td>Art 121 Integrated Design Process</td>
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<td>Art 122 Design Process II</td>
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<tr>
<td>Math Core</td>
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<td>Social Science Core</td>
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<tr>
<td>ISEM 101 (Integrated Semester)</td>
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<td>English 102</td>
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<td>Engl 101</td>
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<td>Social Science Core</td>
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<tr>
<td>Art History Elective</td>
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<td>Art History 303 (RC)</td>
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<tr>
<td>CORE Science to meet UI Core (CORS)</td>
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<td>Traditional Science with associated lab</td>
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<td>Art History Elective</td>
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<td>Upper Division Elective</td>
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<td>ISEM 301 - Great Issues</td>
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<td>Art 407 New Media (RC) (meets Humanities Core)</td>
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<td>Art 409 - Visual Studies</td>
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<td>Art 490 BFA Art/Design Studio (RC)</td>
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<td>Art 410 Professional Practices (RC)</td>
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<tr>
<td>Art 495 BFA Senior Thesis (RC)</td>
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<td>Art 490 BFA Art/Design Studio (RC)</td>
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<tr>
<td>Upper Division Humanities or Social Science</td>
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*RC = specifically required course*

*NOTE: Art 110, 111 and 121 are FALL only courses. Art 112 and 122 are SPRING only courses.*

This is a suggested 4-year plan only. Course offerings may vary by semester.

Students may select other course offerings in consultation with their assigned advisor.