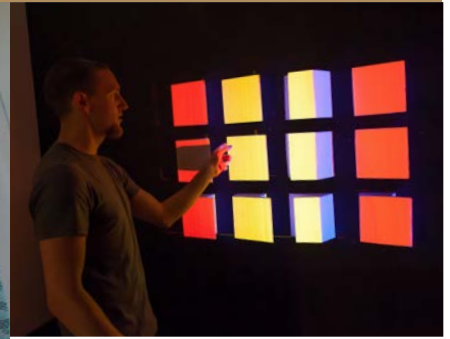


# ART & DESIGN



## 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

**University of Idaho**  
College of Art and Architecture

[www.uidaho.edu/caa](http://www.uidaho.edu/caa) | A LEGACY OF LEADING

### ART & DESIGN

Sally Machlis  
Program Head  
875 Perimeter Dr MS 2471  
Moscow, ID 83844-2471  
Phone: 208-885-6976  
[sallymac@uidaho.edu](mailto:sallymac@uidaho.edu)

## ART & DESIGN B.A. ART CURRICULUM PLANNING

FIRST YEAR · FALL SEMESTER	Credits	FIRST YEAR · SPRING SEMESTER	Credits
Art 110 Integrated Art & Design Communication	2	Art 100 World Art & Culture (meets Int'l Core)	3
Art 111 Drawing I	2	Art 112 Drawing for Design Thinking	2
Art 121 Integrated Design Process	2	Art 122 Design Process II	3
Math Core	3	Social Science Core	3
ISEM 101 (Integrated Semester)	3	Communication Core	2
English 101	3	English 102	3
<b>Total credits</b>	<b>15</b>	<b>Total credits</b>	<b>16</b>

SECOND YEAR · FALL SEMESTER	Credits	SECOND YEAR · SPRING SEMESTER	Credits
200-level Art Studio	3	200-level Art Studio	3
200-level Art Studio	3	200-level Art Studio	3
200-level Art Studio	3	Social Science Core	3
Art History Elective	3	Art History 303 (RC)	3
CORE Science to meet UI Core (CORS)	3	Traditional Science with associated lab	4
<b>Total credits</b>	<b>15</b>	<b>Total credits</b>	<b>16</b>

THIRD YEAR · FALL SEMESTER	Credit	THIRD YEAR · SPRING SEMESTER	Credit
300-level Art Studio	3	300-level Art Studio	3
300-level Art Studio	3	300-level Art Studio	3
Art History Elective	3	Art History Elective	3
Social Science/Humanities Core (No ART)	3	Upper Division Core Elective	3
Foreign Language	4	Foreign Language	4
<b>Total credits</b>	<b>16</b>	<b>Total credits</b>	<b>16</b>

FOURTH YEAR · FALL SEMESTER	Credit	FOURTH YEAR · SPRING SEMESTER	Credit
Art 407 New Media (RC) (meets Humanities Core)	3	ISEM 301 - Great Issues	1
300-level Art Studio	3	Art 410 Professional Practices (RC)	2
Upper Division Social Science	3	Art 409 Visual Studies	3
Foreign Language	4	Upper Division Elective	3
		Foreign Language	4
<b>Total credits</b>	<b>13</b>	<b>Total credits</b>	<b>13</b>
		<b>TOTAL MAJOR DEGREE CREDITS</b>	<b>120</b>

(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.