

ART & DESIGN



WHAT IT IS.

The art and design program has a rich 100-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 and research 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 in museums, galleries, libraries and art organizations throughout the world. You'll also be positioned as a leader in the dynamic global arts community, with opportunities to encourage those around you to learn more about art and to embrace and appreciate the importance of art in both the past and 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

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University of Idaho
College of Art and Architecture

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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 (Integrated Semester)	3	Communication Core	2
English 101	3	English 102	3
Total credits	15	Total credits	16

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 205 (RC) (meets Humanities Core)	3	Art History	3
Traditional Science w/Lab or CORE Science	4	CORE Science to meet UI Core	3
		International Core (met by Art 100)	3
Total credits	16	Total credits	18

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	3	Art History 303 (RC)	3
Social Science/Humanities Core (No ART)	3	Upper Division Core Elective	3
Foreign Language	4	Foreign Language	4
Total credits	16	Total credits	16

FOURTH YEAR · FALL SEMESTER	Credit	FOURTH YEAR · SPRING SEMESTER	Credit
Art 407 New Media (RC) (meets Humanities Core)	3	Art 409 Visual Studies	3
300-level Art Studio	3	Art 410 Professional Practices (RC)	2
Upper Division Elective	3	Upper Division Elective	3
Upper Division Social Science	3	Upper Division Elective	3
Foreign Language	4	Foreign Language	4
Total credits	16	Total credits	15
		TOTAL CREDITS	128

(RC) = specifically required course

This is a suggested 4-year plan only.

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