

# ACADEMIC MAP

## Art, Bachelor of Arts



### First Year

Fall	Hours
ARTS 1311 Design I or ARTS 1312 or Design II	3
ARTS 1316 Drawing I	3
ARTS 1303 Art History Survey I	3
UNIV 1101 University Seminar I	1
ENGL 1301 Writing and Rhetoric I	3
University Core Curriculum	3

**Hours 16**

### Spring

ARTS 1312 Design II or ARTS 1311 or Design I	3
ARTS 1317 Drawing II	3
ARTS 1304 Art History Survey II	3
UNIV 1102 University Seminar II	1
ENGL 1302 Writing and Rhetoric II or COMM 1311 or Foundation of Communication	3
MATH 1332 Contemporary Mathematics or PHIL 2303 or Introduction to Logic and Critical Thinking	3

**Hours 16**

### Second Year

Fall	Hours
2000 Level ARTS Studio Course	3
2000 Level ARTS Studio Course	3
University Core Curriculum	3
University Core Curriculum	3
University Core Curriculum	3
University Core Curriculum	3

**Hours 18**

### Spring

2000 Level ARTS Studio Course	3
2000 Level ARTS Studio Course	3
2000 Level ARTS Studio Course	3
University Core Curriculum	3
University Core Curriculum	3
University Core Curriculum	3

**Hours 18**

### Third Year

Fall	Hours
ARTS 3311 Color Theory or ARTS 3367 or Digital Design Tools and Applications	3
3000 or 4000 Level ARTS Studio Course	3
ARTS 3352 Modern Art or ARTS 3353 or Art Since 1945	3
Upper Division Electives	3
Upper Division Electives	3

**Hours 15**

### Spring

ARTS 3311 Color Theory or ARTS 3367 or Digital Design Tools and Applications	3
3000 or 4000 Level ARTS Studio Course	3
3000 or 4000 Level ARTS Studio Course	3
Upper Division Electives	3
Upper Division Electives	3

**Hours 15**

### Fourth Year

Fall	Hours
3000 or 4000 Level ARTS Studio Course	3
Upper Division Art History Elective	3
Foreign Language Requirements	3
Upper Division Electives	3

**Hours 12**

### Spring

ARTS 4085 Senior Capstone	0
3000 or 4000 Level ARTS Studio Course	3
Foreign Language Requirements	3
Upper Division Electives	3
Upper Division Electives	3

**Hours 12**

**Total Hours 122**



# CAREER MAP

## ART

### *Bachelor of Arts*



The Bachelor of Arts degree with major study in art is a general program in art. The degree requires a minimum of 51 semester hours of art coursework. Course selections include two- and three-dimensional art, art history, design, and art electives. The purposes of the art curriculum are: 1. To provide a general program that allows students access to a variety of art media, studio techniques, and instruction 2. To provide students with opportunities to study past and present forms of art and to understand the function of art in society 3. To provide courses that will help expand the knowledge and interest of non-majors in the area of art 4. To contribute to the cultural life of the University and the community by presenting quality art exhibitions in the Weil Gallery. Students will have: knowledge in a variety of art media, studio techniques, and art history; the ability to clearly articulate the principles and theories of contemporary art as it applies to their creative interests; a working knowledge of visual problem solving and critical thinking.

## CONTACT INFORMATION

### **Career Counselor:**

Career and Professional Development Center  
UC 304 | 361.825.2628  
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### **Internship Coordinator:**

Joe Pena  
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### **Department Contact:**

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## CAREER OPTIONS

- Museum/Gallery Curator
- Art Teacher
- Graphic Designer
- Illustrator
- Education
- Art Therapist
- Animator
- Art Conservationist
- Art Director
- Photographer

## SKILLS/ATTRIBUTES

- A comprehensive level of professional development in the visual arts in preparation for specific careers
- Proficiency in studio processes and the understanding of conceptual theories and histories as evidenced in their graduating senior exhibitions

## STUDENT ORGANIZATIONS

- Student Art Association

## ADDITIONAL SOURCES OF INFORMATION

American Alliance of Museums - [aam-us.org](http://aam-us.org), Museums Association - [museumsassociation.org](http://museumsassociation.org), American Society of Media Photographers, College Art Association, American Institute of Graphic Arts