

FIRST YEAR	SECOND YEAR	THIRD YEAR	FOURTH YEAR
Choose 1 Communication ARTS 1303 Art History I or ARTS 1304 Art History II	Choose 1 American History Life and Physical Sciences Integrative/Experiential Learning Choose 1 ARTS 1303 Art History I or ARTS 1304 Art History II	Choose 1 Government/Political Science Studio Art Lower Level Elective ARTS 23XX Intermediate Drawing ARTS 3311	Choose 1 Social and Behavioral Sciences Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX
Choose 1 Design I ARTS 1316 Drawing I Choose 1 Government/Political Science UNIV 1301 Learning Framework	Choose 1 Life and Physical Sciences Integrative/Experiential Learning Choose 1 ARTS 1303 Art History I or ARTS 1304 Art History II ARTS 23XX Studio Art Lower Level Elective	Choose 1 Government/Political Science Studio Art Lower Level Elective ARTS 23XX Intermediate Drawing ARTS 3311 Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX	Choose 1 Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX Studio Art Advanced Elective ARTS 33XX-43XX
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2018-2019 ACADEMIC PLAN

Additional Info

- Students must take their foundation art courses in the first year. First semester: Arts 1316- Drawing I; Arts1311- Design I; Arts 1303- Art History I; Second Semester: Arts 1317- Drawing I; Arts1312- Design II; Arts 1304 Art History II
- Art students take Art History I (Arts 1303) or II (ARTS 1304) in lieu of Art Appreciation (ARTS 1301)
- Studio majors must take 9 credit hours of upper level art history. (9) hours
- Take Arts 4340 Portfolio for BFA in Studio in the Fall or Spring before their final semester.
- Studio majors take Arts 4397 Senior Exhibit in their Final semester.
- The Senior Exhibition should be completed in the last semester. In some exceptional cases with the permission of the area coordinator and school director, they may arrange to complete this requirement one semester earlier.
- Students must have a 2.5 grade point average to graduate. Students must take at least 15 hours in both the Fall and Spring in order to graduate in 4 years. Students may take more credit hours if they are able, although the number of contact hours in class makes this very difficult.

Contact Info

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UTRio Grande Valley

BLUE PRINT

ART (BFA)
***Studio Art**
Catalog: 2018-19
COLLEGE OF FINE ARTS

Degree Info

A Bachelor of Fine Arts with Studio Art Concentration will provide students with an opportunity to express themselves using a variety of creative disciplines and methods within the visual arts and prepare them for such fields as Museum Studies, Gallery Management, Teaching, Studio Artist, Art Therapy, Fashion, Marketing, and Graduate Studies in Architecture.

BLUEPRINT EXPERIENCES

FIRST YEAR

SECOND YEAR

THIRD YEAR

FOURTH YEAR AND BEYOND

CAREERS

MILESTONES

- UTRGV has a Writing Center and a Learning Center. Make it a point to visit them!
- Complete your core English classes (section 010) during your first year.
- Complete 30 credit hours every year in order to graduate in 4 years.
- Shoot for a GPA of 3.5.
- Take required mathematics course in your first year.

ADVICE & SUPPORT

- Meet with your academic advisor and bring your orientation folder with you to every session!
- Choose a major with confidence- Visit my.UTRGV.edu and check out MyMajors!
- Visit a faculty member during their office hours and ask a question about class.
- Classes fill up fast. When registration opens, be sure to register on the first day for your group.
- Cold or flu getting you down? We have Student Health Services on campus with free office visits.

APPLY WHAT YOU LEARN

- Look for a service-learning course! For guidance, visit Engaged Scholarship & Learning Office.
- Participate in a campus-sponsored community service project.
- Ask a student in class to study with you.

GLOBAL, CAMPUS & COMMUNITY ENGAGEMENT

- Set up your profile on the Engagement Zone through My.UTRGV.edu.
- Attend a diversity based campus or community event (e.g. MLK Day of Service).
- Attend a departmental program such as BFA critiques twice each semester or Art Openings at University Gallery and Clark Gallery each month.
- Join a student organization! Consider looking into Artists Unanimous or visit VLink (utrgv.edu/vlink) for options.

LIFE AFTER GRADUATION

- Create a résumé and set up your profile on the Handshake icon: (My.UTRGV.edu).
- Got summer plans? Visit Career Center and ask about places to do some job shadowing.
- Research shows that students who work on campus perform better than those who work off campus. Look for a job on Handshake!
- Check your UTRGV email for the daily Messenger- locate and attend one student workshop.

- Shoot for a GPA of 3.5.
- Complete major foundation classes, such as
First semester: Arts 1316- Drawing I; Arts 1311- Design I; Arts 1303- Art History I;
Second Semester: ARTS 1317 Drawing II; Arts 1312- Design II; Arts 1304 Art History II
- Complete 30 credit hours.
- Apply to the Art- Studio program BFA in your second semester. Complete a change of major form available in the Art office or from your academic advisor. The deadline is December 1.

- Want to explore different careers? Check out MyMajors!
- Come ready with course suggestions and questions when you visit your academic advisor.
- Visit the Communication Hauser Lab for help with your speeches.
- Trouble making your tuition payment? The Financial Aid Office can help. Payment plans and emergency loans are also available

- To find undergraduate research opportunities, visit the Engaged Scholarship & Learning Office.
- Consider attending the LeaderShape Institute or attend the Engaged Scholar Symposium.

- Look at study abroad opportunities! Consider going to Italy, China or Peru.
- Check out a cultural campus or community event such as HESTEC or FESTIBA.
- Join another student organization. Perhaps the Ceramics Club, or the Graphic Design Club or visit VLink for options.
- Check out a campus event that offers free lunch- bring a friend!

- Update your resume in Handshake and have it reviewed.
- Visit the Career Center site to find a job fair to attend. At the event, approach a recruiter and discuss internships.
- Will a minor expand your career options? We recommend Marketing.
- Explain to someone how your academic program aligns with your strengths and interests.

- Shoot for a GPA of 3.5.
- Complete 30 credit hours.
- Have you landed an internship or acquired research experience? This is the year to make it happen.

- Seek out research opportunities within your major and join a professional organization such as College Art Association, International Sculpture Organization Student Chapter or ADDY.
- Check DegreeWorks to make sure you are on track for graduation next year.
- Apply for internship and/or job shadowing opportunities. Discuss this with your advisor, faculty mentor, or Career Center.

- Go show off your research, service-learning or creative works at the Engaged Scholar Symposium!
- Sharpen your writing skills! Visit the Writing Center or become the secretary for your organization.

- Consider serving on a campus life/community committee or become a student leader and make a difference. Visit VLink or speak with your Student Government Association for more information!
- Travel the world! Look into study abroad opportunities at Office for International Programs & Partnerships.

- Check out the Art department website for postings on career/graduate school.
- Think about three people you can ask for letters of recommendation (professors, mentors, advisors, supervisors, etc.). Give them at least two weeks' advance notice!
- When is the deadline for your graduate school application? Visiting the program admissions webpage. Most do not accept late applicants!

- Shoot for a GPA of 3.5.
- "I have a plan for after graduation." If this describes you, great! If not, visit your Faculty Advisor or Career Center!
- Register for your Capstone/senior/portfolio project: Studio Art majors take Arts 4397 Senior Exhibit in their final semester.
- Complete at least 30 credit hours to graduate.
- Submit your application(s) for graduate school, an apprenticeship, or for fulltime employment.

- Engage in an independent study project or an academic internship to complement your major, such as Museum Studies Internship, or Creative Arts for Health and Wellness (arts therapy).
- Discuss future plans with your faculty mentor or advisor that includes employment, finances, and other life goals.
- Apply for graduation one semester prior to your anticipated date. Visit the Academic Advising Center to ensure you are on track.

- Continue to present research or creative works at the Engaged Scholar Symposium or at College Art Association or Texas Association of Schools of Art.
- Set up an informational interview with an individual (especially an alumnus) currently in the field you aspire to work in.
- Identify employers of interest and seek them out at job fairs, online, at on-campus information sessions, staffing agencies, etc. The Career Center can help.
- Before a job interview, schedule a mock interview with the Career Center or speech coaching with the Communication Hauser Lab.

- Have you received your acceptance for graduate school or an employment offer? If not, network: talk to faculty, the Career Center, and get on LinkedIn.
- Formulate and implement a strategy for life after graduation: attend career fairs, graduate fairs, apply to fellowships, etc.
- Update your information with Alumni Relations. Enjoy alumni mixers, events and continued access to Career Center services!
- Remember to do your exit loan counseling on studentloans.gov.

- Art direction
- Administration
- Curatorial
- Conservation
- Restoration
- Registrar
- Collections management
- Exhibit design/preparation
- Archive management
- Education
- Tours
- Sales
- Publications
- Development
- Public relations
- Historian

For additional info, visit the Career Center website and check out "What Can I Do With This Major?" www.utrgv.edu/careercenter