



BA IN STUDIO ART

(This is a general curriculum guide and does not apply to every student. It is essential to meet with your advisors.)

1. UNDERSTANDING YOUR 4-YEAR PLAN

Your 4-year plan will probably look like this. Taking classes over the spring/summer semesters can help lighten your workload in the fall or winter semesters.

YEAR 1 – FALL SEMESTER		CR.	YEAR 1 – WINTER SEMESTER		CR.
ART 150 - Foundations: 2D Design and Color	3		ART 153 - Foundations: Making and Meaning in Art and Design	3	
ART 151 - Foundations: 3D Design	3		ART 155 - Foundations: Intro to Drawing I	3	
Elective	3		MTH 110	4	
General Education Course	3		WRT 130 OR WRT 150 - Strategies in Writing (self-placement) ¹	3-4	
General Education OR WRT 120 (self-placement) ¹	3		Elective (depending on WRT placement) ²	1	
			Elective (depending on WRT placement) ²	1	
Total	15		Total	15	
YEAR 2 – FALL SEMESTER		CR.	YEAR 2 – WINTER SEMESTER		CR.
2D Studio Art Course I (see options)	3		2D Studio Art Course II (see options)	3	
3D Studio Art Course I (see options)	3		3D Studio Art Course II (see options)	3	
Language 101 Course (language of your choice) ³	4		Language 102 Course (language of choice) ³	4	
Gen. Ed. Phys./Life Science with Lab	4-5		General Education Course	3	
Elective ²	1		Elective ²	1	
			Elective ²	1	
Total	15		Total	15	
YEAR 3 – FALL SEMESTER		CR.	YEAR 3 – WINTER SEMESTER		CR.
Studio Art Elective at 300 or above (see options)	3		Studio Art Elective at 300 or above (see options)	3	
Art History Elective Course I (see options)	3		Art History Elective Course II (see options)	3	
Language 201 Course ³	4		General Education Course	3	
General Education Issues Course (pre-requisite: junior standing)	3		General Education Course	3	
Elective ²	1		General Education Issues Course (pre-requisite: junior standing)	3	
Elective ²	1				
Total	15		Total	15	
YEAR 4 – FALL SEMESTER		CR.	YEAR 4 – WINTER SEMESTER		CR.
Art History Elective Course III (see options)	3		ART 495 - Issues in Art (pre-requisite: senior standing; completion of art history courses)	3	
General Education Course (SWS) ⁴	3		General Education Course (SWS) ⁴	3	
General Education Course	3		General Education Course	3	
General Education Course	3		Minor/Elective Course ⁵	3	
Minor/Elective Course ⁵	3		Minor/Elective Course ⁵	3	
Total	15		Total	15	



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Notes:

¹ Students who self-place into WRT 120 should take this course in the fall semester and then take WRT 130 in the winter semester of their first year. WRT 150 can be taken in either semester during their first year. Students will not need to take WRT 150 if they have earned credit for the course through AP/Dual Enrollment. A grade of C or better (NOT A C-) is required in WRT 130 or 150 to satisfy the WRT requirement.

² The number of 1-credit classes electives depends on WRT placement.

³ Third-semester language proficiency (201 level) is required for the B.A. degree. Students who have prior experience in a foreign language should take the language placement exam, which can work toward this requirement. More information at (<http://www.gvsu.edu/ml/language-placement-exam-108.htm>).

⁴ SWS = Supplemental Writing Skills. Students must complete 2 courses with a SWS attribute. ART 221 and 222 fulfill SWS requirements.

⁵ Minor/Elective – students often have enough credits to select a minor to complete with the major. See both your Academic Advisor and Faculty Advisor for more information.

2. OTHER GVSU REQUIREMENTS

- You need a minimum of 120 credits to graduate with a BA in Studio Art.
- Students must have a minimum of 120 credits to graduate with 58 of the 120 credits being from a senior level institution like GVSU and the final 30 credits of the 120 credits are specifically to be completed at GVSU.
- Elective refers to any course that will help meet these requirements.
- The block tuition rate is for 12-15 credits. You will pay additional tuition for any credits over 15. For more information contact the Office of Financial Aid.
- A major GPA of 2.0 or higher within the major is required to graduate.

3. DECLARING YOUR BA IN STUDIO ART DEGREE ON BANNER

Any student can declare a BA in Studio Art Degree directly on Banner. You will later be assigned a faculty advisor from Studio Art as well. To declare a BA in Studio Art, follow these instructions:

1. Log into myBanner from the GVSU homepage
2. Once logged in select “Student”, “Student Records”, and then, “Change Major”
3. Click on the “Change Major 1/Program” box
4. Click on the down arrow in the box next to “New Major 1/Program,” from here scroll down and choose “Studio Art-BA ”
5. Click “Submit” and then “Change to New Program”
6. Your request will be sent to Registration for processing and back to the VMA Department for approval. Approval may take up to 2 business days.

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4. UNDERSTANDING YOUR DEGREE REQUIREMENTS

You are responsible for ensuring that your coursework meets the requirements of your degree. This checklist should help.

STUDIO COURSES (36 CREDITS)	
FOUNDATIONS COURSES (12 CREDITS)	STUDIO ART ELECTIVE COURSES (9 CREDITS)
<input type="checkbox"/> ART 150 - Foundations: 2D Design and Color <input type="checkbox"/> ART 151 - Foundations: 3D Design <input type="checkbox"/> ART 153 - Foundations: Making & Meaning in Art & Design <input type="checkbox"/> ART 155 - Foundations: Intro to Drawing I	<input type="checkbox"/> Studio Art Elective 1 <input type="checkbox"/> Studio Art Elective 2 <input type="checkbox"/> Studio Art Elective 3
2D STUDIO ART COURSES (6 CREDITS) <input type="checkbox"/> 2D Studio Course 1 <input type="checkbox"/> 2D Studio Course 2 <i>Choose <u>two</u> of the following. Courses must be in different areas and may contain prereqs:</i> <ul style="list-style-type: none"> • ART 157 - Foundations: Introduction to Drawing II • ART 210 - Graphic Design Studio I: Introduction to Typography (<i>Prerequisite: ART 150</i>) • ART 257 - Life Drawing • ART 260 - Introduction to Painting • ART 263 - Screenprint and Relief • ART 264 - Etching and Monotype • ART 293 - Image Studio: Art, Production, Meaning, Display 	<i>Choose <u>three</u> of the following. Courses may contain prereqs:</i> <ul style="list-style-type: none"> • ART 214 - Experience Design Studio I: Digital Interfaces • ART 246 - Fluidity in Small Form: Jewelry Casting • ART 263 - Screenprint and Relief • ART 264 - Etching and Monotype • ART 293 - Image Studio: Art, Production, Meaning, Display • ART 295 - Space Studio: Art, Installation, Environment, Site • ART 296 - Time Studio: Art, Video, Sound, Action • ART 282 - Fund. of Illustration: Materials and Techniques • ART 307 - Digital Prepress • ART 310 - Graphic Design Studio II: Typography Systems • ART 313 - Grap. Design for 3D Experiences • ART 314 - Experience Design Studio II: Integrated Systems • ART 347 - The Functional Metal Object in the Domestic Space • ART 348 - The Body Adorned: Constructed Identity • ART 349 - Jewelry and Metalsmithing Production • ART 355 - Advanced Drawing I • ART 356 - Advanced Drawing II • ART 361 - Intermediate Painting I • ART 362 - Intermediate Painting II • ART 363 - Screenprint and Relief II: Mashups, Mutations, Multiples • ART 364 - Etching and Monotype II: Mashups, Mutations, Multiples • ART 371 - Materials and Making: Digital Fabrication in Sculpture • ART 372 - Mold Making and Casting: Digital Foundry in Sculpture • ART 373 - Design and Materiality: Objects and Sculpture • ART 376 - Ceramics: Process • ART 377 - Ceramics: Idea • ART 380 - Special Topics in Art and Design • ART 282 - Fund of Illustration: Materials and Techniques • ART 383 - Intermediate Illustration: World Building • ART 391 - Civic Studio: Art in Public Space • ART 392 - Curatorial Studio: Art, Exhibitions, Events • ART 394 - Interactive Studio: Art, Interface, Collaboration • ART 401 - Senior Seminar
3D STUDIO ART COURSES (6 CREDITS) <input type="checkbox"/> 3D Studio Course 1 <input type="checkbox"/> 3D Studio Course 2 <i>Choose <u>two</u> of the following. Courses must be in different areas and may contain prereqs:</i> <ul style="list-style-type: none"> • ART 245 - Fabricating Adornment: Jewelry Basics & Design • ART 246 - Fluidity in Small Form: Jewelry Casting • ART 270 - Sculpture: Creating/Building/Making • ART 275 - Ceramics: The Basics • ART 295 - Space Studio: Art, Installation, Environment, Site (<i>winter semesters only</i>) 	
CAPSTONE COURSE (3 CREDITS) <input type="checkbox"/> ART 495 - Issues in Art (Capstone) <i>(Completion of Art History electives is required before enrolling in ART 495)</i>	

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ART HISTORY ELECTIVE COURSES (9 CREDITS)

- Art History Elective Course 1
- Art History Elective Course 2
- Art History Elective Course 3

Choose up to two of the following:

- ART 221 - Survey of Art History I
- ART 222 - Survey of Art History II
- Either ART 218 - Design History (*fall only*) or ART 219 - History of Illustration (*winter only*)

Choose at least one of the following:

- ART 322 - Goths to Gothic: Medieval Art (*fall of even years*)
- ART 323 - Rethinking Renaissance Art (*winter of odd years; prereq: junior standing*)
- ART 327 - Art Since 1945 (*winter of even years*)
- ART 420 - Asian Art (*fall of odd years; prereq: ART 221 & 222 or Junior Standing*)
- ART 421 - Surrealism (*winter of odd years; prereq: ART 222 or Junior Standing*)
- ART 422 - Art and the World of Islam (*winter of even years; prereq: Junior Standing*)
- ART 423 - Animals in Art (*fall of even years; prereq: Junior Standing*)
- ART 425 - Depicting a Nation: 19th Century American Art (*fall of odd years; prereq: ART 222 or Junior Standing*)

BACHELOR OF ARTS COURSES (12 CREDITS)

A third-semester language proficiency (201 level) is required for the B.A. degree. This proficiency may be fulfilled through language placement (<http://www.gvsu.edu/ml/language-placement-exam-108.htm>), or by completing the courses listed below.

- Language 101* (4 credits) (the language of your choice)
- Language 102* (4 credits)
- Language 201 (4 credits)

(*150 is a hybrid of 101 & 102. It is recommended for students with previous language backgrounds. Students may move into Language 201 after completing Language 150.

(Please note that language placement fulfills SOC-BA language requirement but does not earn credit towards the 120 total required for graduation.)

GENERAL EDUCATION COURSES (~45 CREDITS)

- WRT 150/120/130
- MTH 110 (unless taking MTH 131 or PHY 105 for Mathematical Science)
- Physical Sciences
- Life Sciences
- Science Lab
- Arts (*fulfilled by ART 153*)
- Mathematical Sciences
- Philosophy and Literature
- Historical Analysis
- Social and Behavioral Sciences I and II (6 credits)
- Global Perspectives
- U.S. Diversity
- Issues I and II (6 credits)

SUPPLEMENTAL WRITING SKILLS COURSES (AFTER WRT 150)

- SWS I and II (*dependent on Art History Elective choices*)

GENERAL EDUCATION OVERLAP

- Arts: ART 153
- U.S. Diversity: ART 425 (*dependent on Art History Elective choices*)
- Global Perspectives: ART 322, ART 323, or ART 422 (*dependent on Art History Elective choices*)
- Issues: ART 323, ART 422, ART 391, ART 392, or ART 392 (*dependent on Art History and Studio Art Elective choices*)
- SWS: ART 221 and 222



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5. COMBINING A STUDIO ART BA DEGREE WITH A MINOR

Adding a minor to your BA degree can strengthen your education and develop a side passion. Many factors may affect your decision when choosing to do so, including but not limited to:

- Improving employment prospects in a specific industry
- Introducing you to new ideas
- Developing a side passion
- Academic Requirements
- Resources (Time, Energy, Cost)

Think carefully about this idea. Some questions to ask yourself when considering adding a minor are:

- Is this a subject you love, and you can't fit into your major?
- How can this minor benefit you in the long and short term?
- Can I complete the requirements without any or with little added time toward graduation?
- Can you afford the time, the energy, and the money?

A minor consists of anything from 15 to 24 credits. One strategy to fit a minor with your degree is to "double dip" your classes. There are many courses in the Department of Visual and Media Arts and in the General Education curriculum that are required both by your major and the university or by your major and by the minor. Past Studio Art students have pursued minors in various fields.

FREQUENTLY-CHOSEN MINORS

Some of the most common minors in Studio Art are

- Advertising & Public Relations
- Art History
- Business-oriented Minors: General Business; Management; Marketing; Accounting, etc.
- Computer Science
- Humanities Minors: Anthropology, Sociology, Psychology, Political Science, Writing, etc..
- Interdisciplinary Studies Minors: Environmental Studies; Digital Studies; LGBTQ+ Studies; Latin American and Latino/a Studies
- Languages: French, Spanish, German, Chinese, etc.
- Performing Arts Minors: Music, Dance, Theater
- Photography
- Science Minors: Chemistry, Biology, etc.

For a full list of minors, go to <https://www.gvsu.edu/catalog/type/minor.htm>

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6. COMBINING A STUDIO ART BA DEGREE WITH A SECOND MAJOR (DOUBLE MAJOR)

Pursuing double majors can strengthen your education in the arts and potentially develop a hybrid practice where both majors inform and enhance each other. Many factors may affect your decision when choosing to do so, including but not limited to:

- Developing employment prospects in a specific industry
- Introducing you to new ideas
- Acquiring a second body of knowledge
- Academic Requirements
- Resources (Time, Energy, Cost) - *A double major can result in more than 4 years at the university.*

Think carefully about this idea. Some questions to ask yourself when considering adding a minor are:

- Is this a subject you love and you can't fit into your major?
- How can a second major benefit you in the long and short term?
- Can I complete the requirements without any or with little added time toward graduation?
- Can you afford the time, the energy, and the money?

THE GUIDING WORD FOR A DOUBLE-MAJOR: PLANNING

Major credit requirements vary considerably among all the GVSU options. Fitting a second major into your degree requires careful planning, and may require more time as an undergraduate. Strategies to pursue your academic studies in two majors include:

- Starting at GVSU with various dual-enrollment or AP credits
- Optimizing your General Education Courses (double-dipping)
- Taking courses in the Spring/Summer semesters that fulfill all requirements
- Planning for an education that will take longer than 4 years

OTHER THINGS TO NOTE

If you are pursuing two degrees simultaneously at GVSU should note the following information:

- You must meet all specified requirements for both degree programs.
- You must complete a minimum of 30 semester hours in residence at Grand Valley beyond that required for the first degree. (very important)
- You must meet the separate requirements for each degree program but not the additional residence requirement and may have both majors recorded on your academic record.

For a full list of majors go to <https://www.gvsu.edu/acad-index.htm>