

# Bachelor of Fine Arts with Major in Visual Arts

The Bachelor of Fine Arts program in Art is offered to students with marked abilities who desire an intensive undergraduate concentration in visual art, in preparation for either a career as a professional artist, for graduate study leading to the MFA, or both. Candidates accepted for the program will be expected to maintain a high standard of excellence, demonstrate significant artistic growth, and a 3.00 grade point average in all art courses.

Candidates seeking admission to the BFA program must submit an application request to the Undergraduate Director who will then schedule a portfolio application review for the candidate with a committee consisting of two to three departmental faculty members. Each student's current portfolio of artworks will be reviewed annually by departmental faculty. Faculty will make recommendations concerning the student's status in the BFA program.

If probation is recommended, students may apply for readmission at the completion of a full semester. Readmission will be contingent upon faculty evaluation. BFA candidates must have at least one annual review prior to graduation that should not occur the semester of graduation. BFA Candidates cannot apply to the program the semester of graduation.

Before advancement to upper-division status, all BFA candidates must participate in admission review/evaluation by the departmental faculty. This typically occurs after taking core requirements and/or the introductory level classes in their area of emphasis in the sophomore year.

## Major Emphasis Area Courses

At least 24 credits must be completed in one of the following emphasis areas:

- Ceramics
- Drawing
- Jewelry & Metalsmithing
- Painting
- Photography
- Sculpture

Required 120 credits (36 of which must be numbered 300 or above, and 30 of which must be from UND) including:

I. Essential Studies Requirements (see University ES listing).

II. The Following Curriculum of 69 major credits:

All BFA degree majors in Art have a minimum requirement of 69 credits in Art, Art History or Graphic Design courses. Distribution of those credits is as follows:

Code	Title	Credits
<b>Core Requirements (15 credits)</b>		
ART 112	Two Three Dimensional Design	3
ART 115	First Year Seminar	3
ART 210	History of Art - Ancient to Medieval	3
ART 211	History of Art - Renaissance to Present	3
ART 272	Digital Foundations	3
<b>Additional supportive courses (12 credits)</b>		<b>12</b>
200-level two-dimensional studio art courses (6 credits)		
200-level three-dimensional studio art courses (6 credits)		
<b>Studies in Art History (6 credits)</b>		<b>6</b>
300/400-level art history courses		
<b>Studies in Studio Art Emphasis Area (24 credits)</b>		<b>24</b>
200-level studio art courses (3-6 credits)		
300/400-level studio art courses (18-21 credits)		
<b>Art &amp; Design Electives (12 credits)</b>		<b>12</b>

300/400-level two-dimensional studio art course outside of emphasis area (3 credits)

300/400-level three-dimensional studio art course outside of emphasis area (3 credits)

300/400-level art history, graphic design or studio art courses (6 credits)

### Exhibition Requirement\*

### Total Credits

69

\* All BFA candidates are also required to produce a BFA Exhibition with the approval of their faculty advisor.

## Teacher Licensure

Through a partnership with the College of Education and Human Development and the Department of Teaching, Leadership & Professional Practice students may seek a K-12 licensure in Art. The following program of study must be completed:

I. Requirements for the B.F.A. with major in Visual Arts.

II. Admission to the Teacher Education Program, normally while taking T&L 250 Introduction to Education. (See College of Education and Human Development (<https://education.und.edu/>) for admission and licensing requirements.)

Art majors seeking a K-12 licensure must have an adviser in both the Art & Design Department and the Department of Teaching, Learning, and Professional Practice.