

# Art and Design, M.F.A.

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## Degree Offered

- Master of Fine Arts

## Nature of the Program

This interdisciplinary, terminal studio major is designed to allow graduate students to gain experience in all areas of the visual arts while pursuing a focused area of emphasis with studio coursework in 2D Studio Painting, Photography, Print Media, 3D Studio and Public Art, Digital Art and Animation, and Graphic Design to prepare them for the professions. Students take a total of 39 hours of studio art with a minimum of 15 of those hours in the student's area of emphasis. Nine (9) hours of Art History are required along with three (3) hours of Teaching Practicum/Professional Practice, three (3) hours of Graduate Seminar, and six (6) hours for the Graduate Exhibition and Thesis. The 3-year major can be completed in 60 hours.

- Three years of graduate courses totaling at least 60 credit hours.
- Successful committee evaluation at the end of each semester.
- Passing a full-faculty review at the end of the third semester.
- Production of a graduate exhibition and written thesis.
- Oral defense of the exhibition and thesis.
- A minimum overall grade point average of 2.75.

## Admissions for 2025-2026

The application deadline occurs annually on January 15. There is a two-step process for graduate applications.

Step 1: Apply (<http://graduateadmissions.wvu.edu/>) to West Virginia University Graduate School online. This application will require you to upload your transcripts, resume, letter of intent, three letters of recommendation, and pay an application fee.

Step 2: Submit your portfolio (<https://wvuart.slideroom.com/>) to the WVU School of Art & Design.

Submit the following material for the degree you are interested in:

MFA Studio Art: 20 images or video documentation of recent work

Applicants may be required to take additional course work after careful review of undergraduate transcripts.

In addition to the application materials listed, transfer students must officially submit graduate credits completed elsewhere. Transcripts must accompany the written request. The acceptance of transfer credit is not automatic. The graduate faculty, the graduate advisor, and the School Director will determine how much, if any, previous graduate-level work may be transferred. All transfer credits must be in place by the end of the first semester.

## Financial Aid

Financial aid information is available through the Student Financial Aid Office, West Virginia University, P.O. Box 6004, Morgantown WV 26506-6004.

## Graduate Assistantships

Graduate assistantships and other forms of financial aid are awarded to students of exceptional promise by the faculty of the School of Art and Design.

Major Code: 3734

## Degree Requirements

| Code                                   | Title                                    | Hours     |
|--|--|-----------|
| ART 590                                | Teaching Practicum/Professional Practice | 3         |
| ART 600                                | Graduate Exhibition and Thesis           | 6         |
| <b>Graduate Seminar</b>                |  | <b>3</b>  |
| ART 696                                | Graduate Seminar                         |           |
| <b>Art History</b>                     |  | <b>9</b>  |
| ARHS 500-Level and 600-Level Courses * |  |           |
| <b>Additional Studio Electives</b>     |  | <b>24</b> |
| ART 500-Level and 600-Level Courses    |  |           |
| <b>Studio Area of Emphasis</b>         |  | <b>15</b> |

|  |    |
|--|----|
| 2D Studio Painting, Photography, and Print Media |    |
| 3D Studio and Public Art                         |    |
| Digital Art and Animation                        |    |
| Graphic Design                                   |    |
| Total Hours                                      | 60 |

\*

This is the exhaustive list of ART options based in CAC. With advisor approval, graduate students may also take graduate course credits in other disciplinary areas.

This interdisciplinary, terminal studio major is designed to allow graduate students to gain experience in all areas of the visual arts while pursuing a focused area of emphasis (choices include: ceramics, graphic design, painting, photography, printmaking, sculpture, or time-based art) to prepare them for the professions. Students take a total of 39 hours of studio art with a minimum of 15 of those hours in the student's area of emphasis. Nine (9) hours of Art History are required along with three (3) hours of Teaching Practicum/Professional Practice, three (3) hours of Graduate Seminar, and six (6) hours for the Graduate Exhibition and Thesis. The 3-year major can be completed in 60 hours.

## Areas of Emphasis

- 2D Studio Painting, Photography, Print Media (p. 2)
- 3D Studio and Public Art (p. 2)
- Digital Art and Animation (p. 2)
- Graphic Design (p. 2)

### 2D Studio Painting, Photography, Print Media Area of Emphasis

| Code        | Title                | Hours |
|-------------|----------------------|-------|
| ART 614S    | Graduate Painting    | 15    |
| or ART 630S | Graduate Printmaking |       |
| or ART 632S | Graduate Photography |       |
| Total Hours |                      | 15    |

### 3D Studio and Public Art Area of Emphasis

| Code        | Title              | Hours |
|-------------|--------------------|-------|
| ART 626S    | Graduate Sculpture | 15    |
| or ART 640S | Graduate Ceramics  |       |
| Total Hours |                    | 15    |

### Digital Art and Animation

| Code        | Title             | Hours |
|-------------|-------------------|-------|
| ART 634S    | Alternative Media | 15    |
| Total Hours |                   | 15    |

### Graphic Design Area of Emphasis Requirements

| Code        | Title                   | Hours |
|-------------|-------------------------|-------|
| ART 623S    | Graduate Graphic Design | 15    |
| Total Hours |                         | 15    |

## Major Learning Outcomes

### ART AND DESIGN

Students graduating from the MFA Art and Design program will be able to:

- Synthesize advanced skills in related, interdisciplinary studio skills into higher level practice.
- Have a functional knowledge of the diverse histories, traditions, theories, conventions, and evolution of the visual arts in a global context.
- Develop advanced competencies to work independently and make effective artistic and intellectual judgments and professional decisions.

- Demonstrate professional art making competence in the area of specialization before peers and faculty.
- Communicate clearly and effectively in written and oral form regarding their original artistic practice and research.