

Art and Design, B.F.A.

Degree Offered

- Bachelor of Fine Arts

Nature of the Program

This cross-disciplinary studio major is designed to allow students to gain experience in all areas of the visual arts while pursuing a focused Area of Emphasis (AoE choices include: 2D Studio Painting/Photography/Print Media, 3D Studio and Public Art, Digital Art and Animation, and Graphic Design) to prepare them for the visual arts professions or graduate study. Students take a common Studio Foundation Core of basic drawing and visual foundations, five beginning courses of their choice for the Studio Foundation Exploration along with the second introductory course in their area of emphasis, a minimum of four courses in art history, 18 hours of intermediate-level courses in their studio area of emphasis along with 21 hours of ART or ARHS electives, and a six-hour senior capstone in their studio emphasis. Including the variable 36 hours of General Education Foundation requirements, the major can be completed in 120 hours. Studio courses must be taken sequentially and students are advised to take no more than three studio credits per semester. BFA majors are required to take one GPS (Global Positioning Studies) course as a regular credit and assemble a Writing Portfolio to be eligible for graduation. Students must pass all major courses with a grade of C- or higher.

GRAPHIC DESIGN PORTFOLIO REVIEW

Students in the Graphic Design area of emphasis must pass a portfolio review following the completion of the Foundation Core and ART 223S Introduction to Graphic Design and ART 224S Graphic Design 2, normally in the spring semester of the sophomore year. Students can contact the area coordinator for further information. Those who do not pass the review can transfer their credits into a new area of emphasis in the BFA major (such as 2D Studio-Painting/Photography/Print Media or Digital Art and Animation) or may want to consider the BA in Game Design and Interactive Media or the BS in Design Studies.

Admissions for 2025-2026

The School of Art and Design requires a portfolio review for the Bachelor of Fine Arts program. This evaluation is conducted by the art faculty and is designed to ensure that all students entering the BFA program have certain basic competencies and skills. Students are encouraged to apply and complete the portfolio review at the earliest possible date. Applicants should visit the School website: <http://artanddesign.wvu.edu/academics> (<https://artanddesign.wvu.edu/academics/>) or phone the School office at (304) 293-2552 to receive detailed instructions and portfolio review application material. Applicants are to contact the CCA Office of Recruitment at (304) 293-4339 to schedule an audition.

Major Code: 3709

General Education Foundations

Please use this link to view a list of courses that meet each GEF requirement. (<http://registrar.wvu.edu/gef/>)

NOTE: Some major requirements will fulfill specific GEF requirements. Please see the curriculum requirements listed below for details on which GEFs you will need to select.

Code	Title	Hours
General Education Foundations		
F1 - Composition & Rhetoric		3-6
ENGL 101 & ENGL 102 or ENGL 103	Introduction to Composition and Rhetoric and Composition, Rhetoric, and Research Accelerated Academic Writing	
F2A/F2B - Science & Technology		4-6
F3 - Math & Quantitative Reasoning		3-4
F4 - Society & Connections		3
F5 - Human Inquiry & the Past		3
F6 - The Arts & Creativity		3
F7 - Global Studies & Diversity		3
F8 - Focus (may be satisfied by completion of a minor, double major, or dual degree)		9
Total Hours		31-37

Please note that not all of the GEF courses are offered at all campuses. Students should consult with their advisor or academic department regarding the GEF course offerings available at their campus.

Curriculum Requirements

Code	Title	Hours
	University Requirements	36
	School of Art and Design Program Requirements	30
	Art and Design Major Requirements	54
Total Hours		120

University Requirements

Code	Title	Hours
	General Education Foundations (GEF) 1, 2, 3, 4, 5, 6, 7, and 8 (31-37 Credits)	
	Outstanding GEF Requirements 1, 2, 3, 4, 5, 7, and 8	28
ART 191	First-Year Seminar	2
	General Electives	6
Total Hours		36

School of Art and Design Program Requirements

Code	Title	Hours
A minimum grade of C- is required in all ART and ARHS courses.		
ARHS 120	Survey of Art History 1 (GEF 6)	3
ARHS 160	Survey of Art History 2 (GEF 8)	3
Studio Foundation Core		
ART 111S	Drawing 1	3
ART 121S	Visual Foundations 1	3
ART 122S	Visual Foundations 2	3
Studio Foundation Exploration		
Select five of the following: *		15
ART 213S	Painting 1	
ART 223S	Introduction to Graphic Design	
ART 226S	Introduction to Sculpture	
ART 230S	Printmaking - Intaglio and Relief	
ART 232S	Photography 1	
ART 235S	Introduction to Silkscreen	
ART 240S	Ceramics	
ART 270S	Introduction to Electronic Media 1	
ART 273S	Beginning 3D Animation	
Global Positioning Studies (GPS) Requirement **		
Writing Portfolio Requirement ***		
Total Hours		30

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For students enrolled in the Area of Emphasis in Graphic Design, three-hours must include ART 232S.

**
Global Positioning Studies (GPS) is an interdisciplinary visual arts initiative within the School of Art and Design. It positions students at the crossroads between a local sense of place and a global understanding of that place in the world. Through direct experience, GPS courses encourage students to engage the world as a fertile ground for art making and critical research. BFA Art and Design majors are required to take at least one GPS-designated course to count toward degree requirements. See course details at artanddesign.wvu.edu/gps.

The School of Art and Design values and supports written communication abilities and critical thinking skills developed through iterative writing experiences across the curriculum and within the discipline. To meet this goal students must pass with a B- or better a writing portfolio requirement that includes examples of academic, professional, and reflective writing they have produced in their ART and ARHS courses.

Art and Design Major Requirements

Code	Title	Hours
A minimum grade of C- is required in all ARHS and ART courses.		
ARHS at the 200/300/400 Level *		6
ART 200 Level (Dependent on Area of Emphasis) **		
Select one of the following:		3
ART 214S	Painting 2	
ART 224S	Graphic Design 2	
ART 227S	Sculpture	
ART 231S	Printmaking - Lithography	
ART 234S	Photography 2	
ART 241S	Ceramics	
ART 271S	Introduction to Electronic Media 2	
ART or ARHS at the 200/300/400 Level ***		21
ART Senior Capstone		6
ART 413S	Senior Projects in Painting	
ART 425S	Graphic Design: Senior Project	
ART 426S	Senior Projects in Sculpture	
ART 430S	Senior Projects in Printmaking	
ART 435S	Senior Projects in Photography	
ART 440S	Senior Projects in Ceramics	
ART 470S	Senior Projects in Intermedia	
Studio Area of Emphasis		18
2D Studio Painting, Photography, and Print Media		
3D Studio and Public Art		
Digital Art and Animation		
Graphic Design		
Total Hours		54

*

Excludes ARHS 411, ARHS 412, ARHS 413 and ARHS 414. For students enrolled in the Area of Emphasis in Graphic Design, three-hours must include ARHS 406.

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Must be second 200-level ART course in Area of Emphasis.

For students enrolled in the Area of Emphasis in Graphic Design, three-hours must include ART 234S.

SUGGESTED PLAN OF STUDY

First Year

Fall	Hours	Spring	Hours
ART 191		2 ART Foundations Exploration	3
ART 111S		3 ART Foundations Exploration	3
ART 121S		3 ARHS 160 (GEF 8)	3
ART 122S		3 GEF 2A or 2B	3
ARHS 120 (GEF 6)		3 GEF 4	3
ENGL 101		3	
		17	15

Second Year

Fall	Hours	Spring	Hours
ART Foundations Exploration		3 ART Foundations Exploration	3
ART Foundations Exploration		3 ART Studio Major Area 2	3
ARHS 200/300/400 Level		3 ART/ARHS 200+ Studio Elective	3

GEF 5	3 GEF 3	3
ENGL 102 (GEF 1)	3 ARHS 200+	3
		15

Third Year

Fall	Hours	Spring	Hours
ART 300 Level (AOE)		6 ART 300 Level (AOE)	6
GEF 2A or Elective		3 ART or ARHS 200+ Studio Elective	6
GEF 7		3 Elective	4
		12	16

Fourth Year

Fall	Hours	Spring	Hours
ART 300 Level (AOE)		6 Senior Project	6
ART or ARHS 200/300/400 Level		6 ART or ARHS 200/300/400 Level	6
GEF 8		3 GEF 8	3
		15	15

Total credit hours: 120

Areas of Emphasis

- 2D Studio Painting, Photography, Print Media (p. 4)
- 3D Studio and Public Art (p. 4)
- Digital Art and Animation (p. 4)
- Graphic Design (p. 4)

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

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 313S	Painting 3	
or ART 330S	Printmaking	
or ART 331	GPS-Jackson Hole Photography Workshop	
or ART 332S	Intermediate Photography	
or ART 333S	Alternative Photography	
or ART 335S	Advanced Photography	

Total Hours 18

3D Studio and Public Art Area of Emphasis Requirements

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 326S	Sculpture	
or ART 340S	Ceramics	
or ART 341S	Ceramic Production Methods	

Total Hours 18

Digital Art and Animation

Code	Title	Hours
Minimum grade of C- or higher for all ART and ARHS courses required.		
Art 300-level Studio Emphasis Area		18
ART 370S	Intermediate Electronic Media	
or ART 371S	Interactive Art	
or ART 372S	Interactive Design	

Total Hours 18

Graphic Design Area of Emphasis Requirements

Code	Title	Hours
ART 323S	Graphic Design 3	6
ART 324S	Graphic Design 4	6
or ART 425S	Graphic Design: Senior Project	
ART 328S	Advanced Typography	3
ART 337S	Design for Web and Screen	3
Total Hours		18

Major Learning Outcomes

ART AND DESIGN

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

- Understand basic principles of two- and three-dimensional design, color, concepts, media and formats, and demonstrate the ability to apply them to a specific aesthetic and conceptual intent.
- Explore the expressive possibilities of various media, and the diverse conceptual modes available to the visual artist.
- Have a functional knowledge of the diverse histories, traditions, conventions, and evolution of the visual arts in a global context.
- Demonstrate advanced knowledge and skills in the use of essential tools, techniques, and processes sufficient to work from concept to finished product in a studio area of emphasis.
- Present compositional principles and conceptual ideas from visual work effectively in oral and written forms.