Art and Design, M.F.A.

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.
- A minimum of 50% of coursework must be at the 600-level or higher.
- 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 2027-2028

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 600	Graduate Exhibition and Thesis	6
ART 690	Teaching Practicum	3
Graduate Seminar		**3**
ART 696	Graduate Seminar	
Art History		**9**
ARHS 500-Level and 600-Level Courses *		
Additional Studio Electives		**24**
ART 500-Level and 600-Level Courses		

Studio Area of Emphasis	**15**
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 CCAM. 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**

Degree Progress

The MFA Art and Design program requires the following milestones for all students. According to the School of Art and Design graduate catalog, students will receive a committee evaluation at the end of each semester. They must maintain an overall GPA of 2.75 or higher and complete at least 60 hours in residence. Students who are either not making adequate degree progress or who are failing to uphold professional standards may receive notice of probation, suspension or dismissal. Students may be notified of academic consequences outside of routine evaluation processes if an issue must be addressed immediately.

BENCHMARKS

- Year One: Pass committee evaluation at the end of each semester.
- Year Two: Pass committee evaluation at the end of each semester and pass full faculty review at the end of the third semester. If a student fails to advance to candidacy at this point, they are on probation and must be reviewed by the graduate committee at the beginning of the next semester to address deficiencies and meet approval to candidacy. In cases where a student fails to advance to candidacy twice, the committee can recommend to the School Director or College Dean that the student be dismissed from the program.
- Year Three: Must produce a thesis exhibition and written thesis in the final semester. Must pass an oral defense of the thesis exhibition. If the defense is failed, it is at the committee's discretion to request approval from the dean or the dean's designee to hold a second defense. If granted, it is the student's responsibility to find a suitable space to install the exhibition and to schedule the second defense. No further attempts beyond two will be allowed.

SATISFACTORY PROGRESS

- Must pass committee evaluation at the end of each semester.
- Must pass full faculty review at the end of the third semester to advance to degree candidate status.
- Must maintain an overall GPA of 2.75 or higher.

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.