

# DEPARTMENT OF ART AND DESIGN

## Bachelor of Arts (BA) vs Bachelor of Fine Arts (B.F.A.)



### **Best Practices/Explanation of the BFA Degree:**

The title refers to the designation for the professional undergraduate degree in art and design. Students enrolled in the professional undergraduate degree program are expected to develop the knowledge, skills, concepts, and sensitivities essential to the professional life of the artist/designer. Students are expected to develop technical competence as well as broad knowledge of art/design, the ability to integrate art/knowledge and skills, and awareness into the role of the art/design in intellectual and cultural life. (NASAD Handbook, pg. 95).

### **Additional B.F.A. Requirements**

Beyond the additional major credits, the BFA degree pathway requires the creation and submission of an entry and an exit portfolio, internships, exhibition, or performance of works of art that demonstrates achievement of professional, entry-level competence and the additional credits in the department major based on recommendations from NASAD for that specific major. Our current BA in art and design does not require professional competency or specialization but breadth of knowledge of art and design.

### **Entry Requirements for the B.F.A.**

In addition to the listed courses below, BFA students will submit an **initial portfolio to the department when they declare the B.F.A. major or by the end of their sophomore year**. Please contact the department for portfolio guidelines and submissions.

### **Transfer Students**

Both BFA degrees and the BA in Art Education has a high number of credits. If transfer students are not bringing in any ARTD credits counting towards these majors, they should know that they might not be able to complete these majors within two years.

# MAJOR DIFFERENCES BETWEEN DEGREES

BFA course requirements that are different than the BA are marked with an asterisk (\*) and highlighted.

<b>BA in Studio Art Courses required (46 cr.)</b>	<b>BFA in Studio Art Courses required (78 cr)</b> <i>Advise that students start with the Studio Art BA then submit portfolio to declare the BFA, preferably end of sophomore year</i>
<p>Two of the following:            ARTD 107 - 2D Design            ARTD 140 - Digital Art and Design            ARTD 160 - 3D Design</p> <p>ARTD 120 - Drawing I: Observational Drawing</p> <p>One of the following:            ARTD 130 - Painting I            ARTD 150 - Ceramics I            ARTD 260 - Sculpture I</p> <p>Studio Art Electives            Four credits in studio art at the 200-level            Eight credits in studio art at the 300-level or above            Four credits in studio art at the 400-level (not ARTD 496 or ARTD 498)</p> <p>Art History Courses            ARTH 102 - World Art Histories II            ARTH 302 - Modern &amp; Contemporary Art (writing intensive)</p> <p>Senior Art Exhibit/Capstone            ARTD 496 - Exhibition I: Research and Development            ARTD 498 - Exhibition II: Production and Installation</p>	<p><b>*ALL of the following:</b>            ARTD 107 - 2D Design            ARTD 140 - Digital Art and Design            ARTD 160 - 3D Design            ARTD 120 - Drawing I: Observational Drawing  <b>*ARTD 225 - Figure Drawing</b></p> <p><b>*THREE of the following:</b>            ARTD 130 - Painting I            ARTD 150 - Ceramics I            ARTD 260 - Sculpture I  <b>*ARTD 210 - Printmaking</b></p> <p>Studio Art Electives  <b>Six credits</b> in studio art at the 200-level or above  <b>Four credits in studio art or art history</b> at the 200-level or above  <b>Twelve credits</b> in studio art at the 300-level or above  <b>Eight credits</b> in studio art at the 400-level (not ARTD 496 or ARTD 498)</p> <p>Art History Courses            ARTH 100 - World Art Histories I            ARTH 102 - World Art Histories II            ARTH 302 - Modern &amp; Contemporary Art (writing intensive)</p> <p>Senior Art Exhibit/Capstone  <b>*ARTD 494 - Professional Practices</b>            ARTD 496 - Exhibition I: Research and Development            ARTD 498 - Exhibition II: Production and Installation</p>

<b>BA in Studio Art – Advising talking points</b>	<b>BFA in Studio Art – Advising talking points</b>
<ul style="list-style-type: none"> <li>• Liberal arts degree - more breadth</li> <li>• liberal arts focus – total credits allow more room for breadth or exploration of other disciplines, majors, minors, etc.</li> <li>• The curriculum should aim primarily toward breadth of experience and understanding rather than professional specialization. The primary objective of such training is not necessarily preparation for a career in art or design. (NASAD Handbook p.95)</li> </ul>	<ul style="list-style-type: none"> <li>• Professional degree - deeper, more specialized</li> <li>• for the student planning on further study in a MFA program.</li> <li>• requires more independent work time in the studio out of class to produce a body of work (hence the less credits than graphic design)</li> <li>• initial portfolio to enter the program at the end of sophomore year and final portfolio review prior to graduation. (assessment of student learning)</li> <li>• a focused series/body of artwork in a culminating exhibition.</li> <li>• The professional undergraduate degree in a visual art specialization is structured to provide in-depth, formal education that will prepare students for entry into professional practice or advanced, professionally oriented study upon graduation. (NASAD 101)</li> </ul>

<p><b>BA in Design Courses required (46 cr.)</b></p>	<p><b>BFA in Graphic Design Courses (78 cr)</b></p> <p><i>Advise that students start with the Design BA then submit portfolio to declare the BFA, preferably end of sophomore year</i></p>
<p>ARTD 100 - Visual Literacy  ARTD 140 - Digital Art and Design  ARTD 107 - 2D Design  or ARTD 160 3D Design</p> <p>ARTD 195 - Practicum: Design Agency</p> <p>ARTD 242 - Graphic Design I: Typography  ARTD 244 - Graphic Design II: Methods and Materials  ARTD 245 - Web Design  ARTD 275 - Photography II: Digital  ARTD 280 - Animation I: Methods and Story  ARTD 342 - Graphic Design III  An additional four credit hours in ARTD 300-Level or above</p> <p>ARTH 306 - History of Design (writing intensive)</p>	<p>ARTD 100 - Visual Literacy  ARTD 107 - 2D Design: Explorations in Image Making  *ARTD 120 - Drawing I: Observational Drawing  ARTD 140 - Digital Art and Design  *ARTD 160 - 3D Design: Form and Space</p> <p>*Three semesters of ARTD 395 - Practicum: Design Agency  ARTH 306 - History of Design (writing intensive)</p> <p>ARTD 242 - Graphic Design I: Typography  ARTD 244 - Graphic Design II: Methods and Materials  ARTD 245 - Web Design  ARTD 275 - Photography II: Digital  ARTD 280 - Animation I: Methods and Story  *ARTD 340 - Motion Graphics  ARTD 342 - Graphic Design III  *ARTD 345 - User Experience and User Interface Design  *ARTD 397 – Internship or ARTD 497 Internship  Four credit hours in ARTD 300-level or above  *ARTD 440 - Graphic Design Now  *ARTD 494 - Professional Practices  *ARTD 496 - Exhibition I: Research and Development  *ARTD 498 - Exhibition II: Production and Installation</p> <p>*Take one additional ARTH course. Recommended courses:  ARTH 201 - Chicago Art, Architecture, and Cultural Institutions  ARTH 300-level (302, 312, 314)</p>

BA in Design (46 cr)	BFA in Graphic Design (78 - 82 cr.)
<ul style="list-style-type: none"> <li>• <b>Clarification: this is basically a “Graphic Design” major with a liberal arts lens (less depth hence less credits). It can’t be called Graphic Design because of NASAD accreditation requirements. That said, students should be aware that it is mainly graphic design focus and should not minor in Graphic Design.</b></li> <li>• “The curriculum should aim primarily toward breadth of experience and understanding rather than professional specialization. The primary objective of the liberal arts curriculum is not preparation for entry into professional design practice upon graduation, and not necessarily the preparation for an eventual career in design. Liberal arts design curricula are significantly different from professional undergraduate design curricula in purpose, structure, course requirements, content, and results. The limited number of design-focused studies possible in a liberal arts degree is not intended to and thus does not develop the full range of competencies possible in the professional undergraduate degree” (NASAD p.95)</li> <li>• “In addition to providing the benefits of a broad general education, liberal arts design curricula can provide a general foundation for later design study toward professional competency in design NASAD Handbook 2019-20 96 VII.F. practice, or in scholarly areas such as design history and criticism, or for future studies in business, technology, planning, architecture, and many other fields.” (NASAD p.95)</li> </ul>	<ul style="list-style-type: none"> <li>• The professional undergraduate degree in a design specialization is structured to provide in-depth, formal education that will prepare students for entry into professional practice upon graduation. (NASAD 117)</li> <li>• Continuous regular access to instruction and critique under faculty with educational and professional backgrounds in the area of design specialization. (NASAD 120)</li> <li>• initial portfolio to enter the program at the end of sophomore year and final portfolio review prior to graduation. (assessment of student learning)</li> <li>• a focused series/body of artwork in a culminating exhibition.</li> <li>• Requires a non-credited internship</li> </ul>