



Name:

CORE REQUIREMENTS (51 credit hours)					
	SEMESTER	REQUIREMENT	Course Options	Credits	
		Becoming a Knight	SVU 101	3	
		Fresh. Writing	WRI 120	3	
		Philosophy	LIB 110	3	
		Am. Republic	LIB 120	3	
		Literature	LIB 130	3	
e Year		Civilization I	ART 210, HIS 210, HUM 210, MUS 210 or POL 210	3	
phomore		Civilization II	ART 215, HIS 215, HUM 215, POL 215 or THE 215	3	
Complete by Sophomore Year		Mathematics	MAT 114, 115, 206, 221, 241, 242, CSC 213, or PHI 223	3-4	
Comple		Life Science	BIO 114, 126, 201, 212 or 228	3-4	
		Physical Science	CHE 114, 201, PHY 114, 117, 126, or 201	3-4	
	One of the above life or physical science courses must have a LAB component. BIO 126, PHY 117, and PHY 126 are non-lab courses.				
		Culture & Language 1	HUM 235 or Foreign Language Course (or approved F.L. equivalency exam)	3	
		Culture & Language 2	HUM 235 or Foreign Language Course (or approved F.L. equivalency exam)	3	
Complete Anv Year		Fine Arts	ART 120, 121, or 263; ENG 220, MUS 108, 129R, 139R, 221*, 256R*, 259R*, 275R*, 350R*; THE 110, 206, or 230R/330R* (*2 instances of the same ensemble needed to satisfy requirement)	3	
		Social Sciences	ECN 210, EDU 200, 250, FHD 210, 250, POL 203, 223, or PSY 105	3	
Complet		Health & Wellness	PER 143	2	
		Phys. Activity 1	A Phys. Activity course from PER 100-199 or, 231, 232, or 259R. Athletes may only count their	0.5-1	
		Phys. Activity 2	 sport twice. Only classes with course numbers that end in 'R' may be repeated for credit. 	0.5-1	
		Phys. Activity 3	PER 203 does not count as an activity course	0.5-1	
JR Year		Adv.Writing	WRI 320	3	

Advisor:_

	MAJOR REQUIREMENTS (30 credit hours)				
	MAJOR CORE (18 Hours)				
SEMESTER	Course	CREDITS			
	ART 120 Drawing I	3			
	ART 210 Art History I	3			
	ART 215 Art History II	3			
	ART 263 Design Principles	3			
	ART 298 4 th Semester Portfolio Review	0			
	ART 497 Artist Business and Marketing	3			
	ART 498 Senior Show	3			
MAJOR ELECTIVES (12 HOURS)					
	AREA:	3			
	AREA:	3			
	300+	3			
	300+	3			
OTHER COURSES TOWARDS GRADUATION					
	(120 TOTAL HOURS)				

BACHELOR OF ARTS GRADUATION REQUIREMENTS

THE STUDENT MUST DO THE FOLLOWING TO RECEIVE A BACHELOR OF ARTS DEGREE:

- COMPLETE A MINIMUM OF 120 CREDIT HOURS OF STUDY, AT LEAST 60 OF WHICH OR AT LEAST THE LAST 30 CREDITS BEFORE GRADUATION ARE AT SOUTHERN VIRGINIA. NO MORE THAN 9 CREDIT HOURS WILL BE GRANTED FOR INTERNSHIP COURSES.
- COMPLETE ALL REQUIREMENTS OF THE SOUTHERN VIRGINIA CORE.
- COMPLETE ALL REQUIREMENTS OF AT LEAST ONE MAJOR.
- EARN A MINIMUM GRADE POINT AVERAGE OF 2.00 ON ALL COURSE WORK TAKEN AT THE UNIVERSITY.
- 5. COMPLY WITH ALL UNIVERSITY STANDARDS, REGULATIONS, AND PROCEDURES, FROM THE DATE OF MATRICULATION THROUGH THE DATE OF FINAL GRADUATION.

ART

MAJOR REQUIREMENTS

(30 credit hours)

The art major fosters the student's effort to develop a personal creative style, encouraging exploration of various artistic media and appreciation of the work of artists working in other times and places. Students acquire a foundation in studio art, art history and design, while learning to express themselves formally, skillfully and with creativity.

Learning Objectives

Students graduating as art majors at Southern Virginia University are expected to have achieved the following:

- 1. Undergraduate level proficiency in a chosen medium.
- 2. Competence in creating and presenting a coherent, intelligent body of work.
- 3. Ability to write clearly, persuasively, and intelligently about the visual arts.
- 4. Basic knowledge of contemporary art and art history.

Program Coordinator: Prof. Brandon Gonzalez

Major Requirements (30 credit hours)

Major Core (18 credit hours):

ART 120 Drawing I (GE) (3)

ART 210 Art History: Prehistory-Middle Ages (GE) (3)

ART 215 Art History: Renaissance-Modern (GE) (3)

ART 263 Design Principles (3)

ART 298 4th Semester Portfolio Review (0)

ART 497 Artist Business and Marketing (3)

ART 498 Senior Show (3)

Major Electives: 12 credit hours from among the following, including at least 6 credit hours from 300- or 400-level courses and including at least two courses in one of the following three areas: drawing, painting, or printmaking:

ART 130 Introduction to Painting (GE) (3)

ART 214 Ceramics I (3)

ART 230 Oil Painting I (3)

ART 240 Printmaking I (3)

ART 250 Watercolor I (3)

ART 275R Topics in Art (Var.) as approved by program coordinator

ART 300 Study Abroad: Italian Renaissance (3)

ART 315 Non-Western Art (3)

ART 317R Sculpture (3)

ART 320R Advanced Drawing (3)

ART 330R Advanced Painting (3)

ART 340R Advanced Printmaking (3)

ART 350R Watercolor II (3)

ART 375R Topics in Art (Var.)

ART 385R Directed Study in Art (Var.)

ART 399 Internship/Practicum in Art (Var.)

ART 485R Directed Study in Art (Var.)