University of Arizona College of Fine Arts  
School of Art  
Bachelor of Arts (BA) Design Arts & Practices  
Screen Emphasis Fall 2023

NAME: ____________________________  S.I.D.# ___________________

Minimum unit requirements for degree: 120 units total, of which 42 units must be upper division (300/400 level)

Foundations

Math Requirement (1 course)  
(Choose from PHIL 110, LING 123, MATH 105/106/107/108/109C/112 or higher)
○ ___________________________ (3)

English Requirement  
○ ENGL 101/101A/107 ___________________________ (3)
○ ENGL 202/108/109H ___________________________ (3)

Second Language (4th semester proficiency)  
○ ___________________________ (4)
○ ___________________________ (4)
○ ___________________________ (4)

General Education

Intro to General Education  
○ UNIV 101 ___________________________ (1)

Exploring Perspectives (4 courses, 12 units)  
○ Artist: ___________________________ (3)
○ Humanist: ___________________________ (3)
○ Natural Scientist: ___________________________ (3)
○ Social Scientist: ___________________________ (3)

Building Connections (3 courses, 9 units)  
○ ___________________________ (3)
○ ___________________________ (3)
○ ___________________________ (3)

General Education Capstone  
○ UNIV 301 ___________________________ (1)

Minor:  
(18-24 Units. Must be approved/advised by minor dept.)
○ ___________________________ ( )
○ ___________________________ ( )
○ ___________________________ ( )
○ ___________________________ ( )
○ ___________________________ ( )

Screen Emphasis (54 Units [24 upper div] min)

Introductory Courses (2 courses, 4 units)  
○ ART 119 Contemporary Art and Theory __________ (3)
○ ART 195B Why Design Matters __________ (1)

Foundation Courses (3 courses, 6 units)  
(Choose from ART 100A, 100B, 100C, 100D, 100E, 100F, 100G, 100J)
○ ___________________________ (2)
○ ___________________________ (2)
○ ___________________________ (2)

Screen Emphasis + Capstone (6 courses, 18 units)  
○ ISTA 301 Computing and the Arts __________ (3)
○ ART 265 Design Studio I __________ (3)
○ SBE 301 Introduction to Design Thinking __________ (3)
○ ART 306B Basics of Animation __________ (3)
○ ART 361A Design for Web and Devices __________ (3)
○ ART 498 Capstone __________ (3)

Transdisciplinary Electives (6 courses, 18 units)
○ ___________________________ (3)
○ ___________________________ (3)
○ ___________________________ (3)
○ ___________________________ (3)
○ ___________________________ (3)
○ ___________________________ (3)

Upper Div. Art History +Theory (2 courses, 6 units)  
○ ___________________________ (3)
○ ___________________________ (3)

Mid Career Writing Assessment (MCWA)  
Satisfied with a “B” or above in ENGL 102/108/109H or in a major writing emphasis course

General Electives  
(To reach 120 units, including 42 uppder-div)
○ ___________________________ ( )
○ ___________________________ ( )
○ ___________________________ ( )
○ ___________________________ ( )
○ ___________________________ ( )

This is an UNOFFICIAL record of academic progress for advising purposes only. Students are responsible for knowing the requirements of their degree program, and for tracking their academic progress. Refer to the online catalog for all official requirements and regulations.
The BA degree requires a minimum of 120 units of which 42 must be upper-division units. (Upper-division courses are numbered 300-499). This major requires a minimum of 54 units of which at least 30 must be upper-division units. No more than 64 units total may be transferred from two-year college(s).

### Possible Program of Study

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<thead>
<tr>
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<th>Fall</th>
<th>Spring</th>
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<tbody>
<tr>
<td><strong>Freshman</strong></td>
<td>ART 195B</td>
<td>ART 119</td>
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<td>ART 100A</td>
<td>ART 100G</td>
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<td>ART 100E</td>
<td>ENGL 102</td>
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<td></td>
<td>ENGL 101</td>
<td>Second Language (2nd Sem)</td>
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<td></td>
<td>MATH 105</td>
<td>GE: EP Artist</td>
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<td>Second Language (1st Sem)</td>
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<td></td>
<td>UNIV 101</td>
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<td>16 units</td>
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<td><strong>Sophomore</strong></td>
<td>SBE 301</td>
<td>ISTA 301</td>
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<td></td>
<td>ART 265</td>
<td>Transdisciplinary Elective</td>
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<td>Minor Course</td>
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<td>Second Language (3rd Sem)</td>
<td>Second Language (4th Sem)</td>
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<td>16 units</td>
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<td><strong>Junior</strong></td>
<td>ART 361</td>
<td>ART 306B</td>
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<td>Transdisciplinary Elective*</td>
<td>Transdisciplinary Elective*</td>
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<td>ARH 370</td>
<td>ARH 324</td>
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<td>Minor Course*</td>
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<td></td>
<td>GE: EP Social Scientist</td>
<td>GE: Building Connections</td>
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<td>15 units</td>
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<td><strong>Senior</strong></td>
<td>Transdisciplinary Elective*</td>
<td>ART 498</td>
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<td>Transdisciplinary Elective*</td>
<td>Transdisciplinary Elective*</td>
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<td>Minor Course*</td>
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<td>GE: Building Connections</td>
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<td>General Elective</td>
<td>UNIV 301</td>
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<td>15 units</td>
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*Upper-division (300/400 level) courses. If you do not take these courses upper-division, then you may need to take additional courses to meet the upper-division requirement for the degree.

This is only **one possible** program of study for this degree. Completion of requirements depends upon transfer units, math placement, second language placement, course availability, summer or winter session coursework, minor requirements, and other factors.

Academic advisors are available, by appointment, to assist a student in his/her particular program of study. It is the **student's responsibility to read the online catalog, seek advising, and meet all requirements for the completion of the degree as stated in the catalog.**
Course Categories for BA Design Arts & Practices (Screen) Majors

Effective with the Fall 2023 academic catalog

ART 119, ISTA 131, ART 265, SBE 301, ART 306B, ART 361A, and ART 498 (18 units total) are required for all BA Design Arts & Practices (Screen) majors. Additional courses required (to complete 54 units in the major) are listed here. **Students are strongly encouraged to consider prerequisites for upper-level courses when choosing lower-level courses.**

**Foundation Courses**

*(3 courses [6 units] required)*

- **ART 100A Mapping** (drawing)
- **ART 100B Space** (sculpture)
- **ART 100C Gaze** (digital photography)
- **ART 100D Experience** (sound, video, and performance)
- **ART 100E Surface** (painting)
- **ART 100F Amalgam** (mixed media)
- **ART 100G Propaganda** (design)
- **ART 100J Scope** (figure drawing)

**Transdisciplinary Electives**

*(5 courses [15 units] required)*

- **ART 254 Screen Print I**
- **ART 266 Illustration Studio I**
- **ART 231 Beginning 3D Animation**
- **ART 237 3D Modeling**
- **ART 286 Extended Media: Experimental and Combining Media**
- **ART 287 Beginning Sculpture**
- **ART 361B**
- **ART 306B Animation**
- **ART 363A Typography I**
- **ART 360 Visualizing Justice**
- **ART 361 Design for Web and Devices**
- **ART 386 Extended Media: Combining Media and Installation Strategies**
- **ART 436A Collaborative Digital Performance**
- **ART 438 Digital Fabrication**
- **ART 462D Motion**
- **ART 462F Infographics and Data Visualization**
- **ART 486 Extended Media: Experimental Media and Installation Strategies**

**Transdisciplinary Electives (cont.)**

- **ART 496F Design, Art, and the Environment**
- **ESOC 211 Collaborating in Online Communities**
- **ESOC 300 Digital Storytelling and Culture**
- **ESOC 318 Disruptive Technologies**
- **ESOC 340 Information, Multimedia Design & the Moving Image**
- **ESOC 480 Digital Engagement**
- **ISTA 130 Computational Thinking and Doing**
- **ISTA 131 Dealing with Data**
- **ISTA 251 Introduction to Game Design**
- **ISTA 301 Computing and the Arts**
- **ISTA 302 Technology of Sound**
- **ISTA 401 Installation Design**
- **ISTA 416 Introduction to Human Computer Interaction**
- **LIS 475 User Interface and Website Design**
- **SBE 201 Sustainable Design and Planning**
- **SBE 480 Research Methods**

**Upper Div Art History +Theory**

*(2 courses [6 units] required)*

- **ARH 370 Intro to Modern Design History**
- **ARH 319 Intro to American Art**
- **ARH 321 Intro to Contemporary Art**
- **ARH 324 Intro to the History of Photography**
- **ARH 325 History of Modern Architecture**
- **ARH 329 Art History of the Cinema**

(Classes in **bold** are available online)

If you have questions about any of the requirements in this document, contact your academic advisor.
Upper Div Non-Studio Art Courses
(3 courses [9 units] required)

(you must complete at least one Writing Emphasis Course [denoted by an asterisk*])

ARE 420 Community, Culture and Art Education
ARE 431 Pedagogical Practices in Art and Visual Culture
ARE 434 Diversity Issues in Art and Visual Culture Education
ARE 476 Art and Culture Criticism in Art Education
ARE 496A Current Issues in Art Education Theory and Practice
ARH 400 Topics in Museum Studies
ARH 401A Art as Plunder: The Spoils of War, the Formation of Collections, & Trade in Stolen Art
ARH 403 Art and Architecture of the Islamic World
ARH 406A Spanish Medieval Art and Architecture
ARH 412 The Ancient City as Text: Rome and Its Reception
ARH 412A Medieval Art: Empire and Periphery
ARH 412D Medieval Art: Romanesque and Gothic
ARH 413B Renaissance Art in Italy: 15th Century
ARH 413C Renaissance Art in Italy: 16th Century
ARH 414A Northern Renaissance Art
ARH 414C 16th-Century Art of Northern Europe
ARH 415A Southern Baroque Art
ARH 415B Northern Baroque Art
ARH 416A Eighteenth Century Art I
ARH 416B Eighteenth Century Art II: France and Germany
ARH 417 19th Century European Art

(continued in next column)

Upper Div Non-Studio Art Courses (cont.)

ARH 418A Precolumbian: Aztecs and Incas
ARH 423A The Art of Mexico (colonial)
ARH 423B The Art of Mexico (modern)
ARH 424A History of Photography (beg-1895)
ARH 424B History of Photography (1895-1965)
ARH 424C History of Photography: Contemporary Trends
ARH 426A European Art Since 1945
ARH 429B American Art: 19th Century Art
ARH 429D American Art: 20th Century
ARH 430 Queer Cinema
ARH 431 Studio Introduction to Contemporary Art
ARH 436 Topics in American Indian Art
ARH 452 Etruscan Art and Archaeology
ARH 454 Greek and Roman Sculpture: Symbols and Society in Antiquity
ARH 456 Greek and Roman Painting
ARH 462 Classical and Controversial: Critical Debates in Classical Antiquity
ARH 465 Greek Pottery: Craft and Society in Ancient Greece
ARH 477 Greek Architecture
ARH 478 The Edges of Empire: Archaeology of the Roman Provinces
ARH 480 Topics in Art History
ARH 481 Contemporary Theory and Criticism
ARH 482 Connoisseurship: Theory and Practice
ARH 484 Roman Art and Architecture
ART 358 Creative Strategies in Visual Design
ART 496F Design, Art and the Environment
ART 497A Gallery Management

If you have questions about any of the requirements in this document, contact your academic advisor.

University of Arizona • School of Art
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