

[Please see the Courses section of this catalog for complete course descriptions.](#)

First Year – 30-31 Hours			
Meet with Academic Advisor two times each semester.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
ART 1000	3	ART 1020	3
ART 1010	3	ART 1060	3
ART 1050	3	ENGL 1020 or HIST 2100	3
Mathematics (MATH 1010)	3	FAH: Thought, Values and Beliefs	3
ENGL 1010 or 1011	3-4	FAH: Literature	3
	15-16		15
Second Year – 31 Hours			
Using MyMocsDegree, create course plan for your remaining degree requirements.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
ART Elective	3	ART 2900r (Portfolio Review)	0
ART 2140 (FAH: Historical Understanding)	3	ART 2150 (FAH: Visual and Performing Art)	3
ART 2601	3	ART 2611	3
ART 2810 or 2830 or 2840	3	ART 3601	3
Non-Western Culture	3	ART Elective	3
		Natural Science with Lab	4
	15		16
Third Year – 30 Hours			
Participate in study abroad, leadership opportunities, service learning, civic engagement, internships, research projects, and other learning opportunities.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
ART 3611	3	ART 3631	3
ART Elective	3	ART 3621	3
ART Elective	3	ART 3641	3
Approved ART History Elective (3000-4000 Level)	3	Approved ART History Elective (3000-4000 Level)	3
Behavioral and Social Sciences	3	Behavioral and Social Sciences	3
	15		15
Fourth Year – 28-29 Hours			
Complete your Graduation application with the Records Office.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
ART 4601	3	ART 4611	3
Approved ART History Elective (3000-4000 Level)	3	ART 4910	3
ART Elective (3000-4000 Level)	3	ART Elective (3000-4000 Level)	3
Natural Science without Lab	3	Elective	3
Elective	3	Elective	1-2
	15		13-14
Completed:			
Graduation Requirements:	Hrs	Degree Requirements:	Hrs
120 Total Hours		31-32 General Education Hours	
39 Upper Division (3000-4000) Hours		81 Program (Major) Hours	
30 Hours at UTC		Minor (<i>Not Required</i>)	
60 Hours at 4-year Institution		7-8 Elective Hours	
81 Hours in Art		Foreign Language (<i>Not Required</i>)	