



BA Art History

MAJOR: ART HISTORY (BACHELOR OF ARTS)

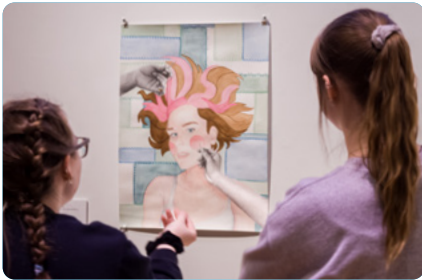
MINORS OFFERED: Art History, IDSM: Museum Studies, Art Studio, Design, IDSM: Web UX/UI Design

Students who choose the Art History track in the BA in Art will learn about the foundational principles of art throughout history, as well the study of aesthetic and social context, such as how art is shaped by societal factors like history, politics, religion, science, technology, and more.

UNIVERSITY ART GALLERY

The University Art Gallery regularly displays both student and faculty work, as well as traveling contemporary art and art history exhibits.

The gallery also gives students a chance to showcase their creations, and participate as a gallery attendant or student curator.



A student following an Art History track may use courses in such fields as **Anthropology**, **Asian Studies**, and **Museum Studies** to fulfill their major requirements, often discovering professional applications through those interdisciplinary explorations.

On-campus **art/design related jobs and internships** available.

SMALL CLASSES = BIG PERSONAL IMPACT

ART + DESIGN + ART HISTORY

Art elective requirements give Art History students the opportunity to gain experience in creating art and encourage the exploration of new media. Course options include Animation, Ceramics, Fibers, Painting, Photography, Printmaking, Sculpture, and Graphic Design. Writing-enhanced Art History courses encourage students to strengthen research and analytical skills, preparing them for focused academic inquiry.

*The **Art History** major is part of the larger Art program. Students seeking a **Bachelor of Arts degree in Art** can declare Art History as their chosen track of study.*

AFTER GRADUATION

Art History students can find themselves prepared for exciting careers in fields like museum archival or curatorial work, K-12 and higher education, auctioneering, art and antique appraisal, or editorial work in galleries, museums, and publishing houses.

MORE INFO:



DISTINCT BY DESIGN