

Art History, BA

Department: Art and Design Department

College: Caine College of the Arts

Overview

About This Degree

The Bachelor of Arts in Art History offers undergraduates the opportunity to build a strong, interdisciplinary foundation for careers in art-related fields and other fields in which in-depth critical understanding of visual communication plays a central role.

The major requires a thorough grounding in the liberal arts with a concentration of coursework in art and art history, including a general knowledge of the monuments and principal artists of all major art periods of the past augmented by study in greater depth and precision of several cultures and periods as well as study at the advanced level including theory, analysis and criticism.

The Art Department has more study abroad programs than any other department on campus, and students are able to study each year in places across the world, including Switzerland, Korea, Scotland, and Germany. The program also has a longstanding tradition of hosting visiting artists from across the country and the world.

Career Options

With a degree in art history, you will be qualified for employment with the following organizations:

- museums
- commercial galleries
- auction houses
- libraries
- state and local art organizations
- publishing firms
- archives
- federal and state parks
- restoration firms
- art appraisal firms
- advertising agencies
- antique dealers
- colleges and universities

[Career Services](#) provides counseling and information on hundreds of job and internship opportunities and even helps students apply and interview.

What it takes

Admissions Requirements

1. New freshmen admitted to USU in good standing qualify for admission to this major. A complete application includes, a one to two page letter explaining the student's interest in this program, a copy of the student's transcript, a GPA of 2.5.
2. Transfer students from other institutions need a 2.5 total GPA for admission to this major in good standing.
3. Students transferring from other USU majors need a total GPA of 2.5 for admission to this major in good standing

Major Requirements

[Click here](#) to see course requirements for the **Bachelor of Arts**.

In order to receive a **BA in Art History**, students must complete one of two major track options, become proficient in a foreign language and complete a capstone seminar.

Contact

Advising

All new USU students participate in a [New Student Orientation](#) program, where they receive detailed information about major requirements, registering for classes, and other important advising information.

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Get Involved

Professional Organizations, Honor Societies, and Clubs

American Institute of Graphic Arts: This is a professional association for design. It stimulates thinking about design, demonstrates the value of design, and empowers the success of designers at each stage of their career. AIGA's mission is to advance designing as a professional craft, strategic tool, and vital cultural force.

College Art Association: This association facilitates the exchange of ideas and information among those interested in art and art history. It promotes excellence in scholarship, teaching art history, criticizing visual arts, creativity, teaching art, and practicing art.

Guilds: The Department of Art is home to several different guilds, which are useful for disciplines within the department. Each guild is involved in several activities throughout the year, including various auctions, fundraisers, and exhibits designed to help students generate revenue and display their work for the enjoyment of others. Currently, USU is home to four different art guilds: art guild, ceramics guild, photography guild, and printmaking guild.

Labs, Centers, Research

With the second oldest [undergraduate research](#) program in the nation, USU offers students a wide range of opportunities to gain hands-on research experience. The [Undergraduate Research and Creative Opportunities](#) program allows students to apply for grants and receive funding. USU's [Honors Program](#) prepares students for excellent graduate programs by helping them build relationships with professors, participate in research projects, take smaller, more intensive classes, and develop leadership skills.

Art Education and Two-Dimensional Design Studio: This is used by art education students as a place to practice lesson plans and improve upon teaching skills. The space is also used as a workplace for 2D design and for other students to work on specific projects and assignments.

Art History Auditorium: This is used as a teaching space where professors can supplement lectures with slides and other visuals designed to give art students a better understanding of the world of art.

Fine Arts Building: Utah State's Fine Arts Building offers an array of labs for art students, including lighting studios, wet labs, sculpture labs, print making labs, ceramics labs, painting and drawing labs, and photo labs.

Interdisciplinary Media Research Consortium: This houses a digital laboratory equipped with state-of-the-art hardware and software, and is staffed with experienced faculty and students from three departments and two colleges.

Nora Eccles Harrison Museum of Art: This museum collects, maintains, preserves, and regularly exhibits art in diverse media created primarily in the American West with an emphasis on modern and contemporary movements. Through exhibitions and education programs, the museum provides the campus and community with opportunities for growth, discovery, and scholarly research.

Studio 102 Gallery: This is a space where students, faculty, and guest artists may display their work for everyone to view.

Tippetts Exhibit Hall: A 4,500-square-foot open space with movable display walls, the Tippetts Exhibit Hall supports art exhibits of all types and styles and serves as one of the main display venues for the Art Department and Interior Design program.

University Reserves Graphics Laboratory: This lab features an updated learning center for design students. The lab is equipped with the latest Mac systems along with up-to-date professional scanners and printers.