### First Semester - 15 SCH

- ARTS 1311 - Design I
- ARTS 1316 - Drawing I
- HIST 1301 - United States History I
- EDUC/PSYC 1300 - Learning Framework
- ENGL 1301 - Composition I

### Second Semester - 15 SCH

- ARTS 1312 - Design II
- ARTS 1317 - Drawing II
- MATH 1332 - Contemporary Math
- HIST 1302 - United States History II
- ENGL 1302 - Composition II

### Third Semester - 15 SCH

- ARTS 1301 - Art Appreciation
- GOVT 2305 - Federal Government
- SOCI 1301 - Introductory Sociology
- COMM 1307 - Introduction to Mass Communications
- PHYS 1303 - Stars and Galaxies

### Fourth Semester - 15 SCH

- ENGL 2331 - World Literature
- GOVT 2306 - Texas Government
- SPCH 1321 - Business & Professional Communication
- ARTS (Choose One): 2346, 2348 or 2356
- PHYS 1304 - Solar System

### Marketable Skills

- Critical Thinking - Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions and approaches to a problem.
- Creative Thinking - Developing, designing or creating new applications, ideas, relationships, systems or products including artistic contributions.
- Active Learning - Understanding the implications of new information for both current and future problem solving and decision making.
- Visualization - The ability to imagine how something will look after it has been created, moved around or when its parts have been rearranged.
- Establishing and Maintaining Interpersonal Relationships - Developing constructive and cooperative working relationships with others and maintaining them over time.

### Program Outcomes

- Demonstrate the ability to recognize in a work of art chosen randomly from any culture or historical period these three examples of design elements: color harmony, use of perspective, and understanding of dimension.
- Demonstrate the ability to distinguish which cultural, individual, or group style is reflected in a work of art chosen randomly from samples of two-dimensional art and architecture.
- Demonstrate the ability to recognize in a work of art chosen randomly from any cultural or historical period these three design principles: evidence and type of balance, use of scale and proportion, and understand the difference between the two; describe the category of art as abstract, realistic, or non-objective.

### High School Endorsements

- Arts & Humanities

### Expected Salary

**Texas wage data:** workers on average earn $49,340; 10% of workers earn $19,080 or less; 10% of workers earn $80,070 or more. **US wage data:** workers on average earn $50,550; 10% of workers earn $20,070 or less; 10% of workers earn $112,970 or more.

### Transfer Path/Requirements

For Texas A&M Commerce
- A student completing the Paris Junior College curriculum is considered Core complete at Texas A&M Commerce.
- No more than 60-66 SCH from PJIC will be applied to a bachelor degree at TAMU-Commerce. Another 60 or more must be completed at TAMU-Commerce.
- For the art major, a minimum of 22 additional SCH must be completed within the discipline of art, with an additional 18 advanced SCH in the disciplines of Art and Photography.
- Students who are considering teaching in high schools or middle schools must take MATH 1314 and follow guidelines set for teacher certification.

### Career Opportunities

**AA Minimum:** Professional Artist; Web Design; Photographer; Book Illustrator; Art Appraiser; Makeup Artist; Scenic Charge Artist.  
**BA Minimum:** Marketing Director; Curator; Cultural Consultant; Art Educator; Animator; Graphic Designer; Game Designer; Interior Designer; Art Writer, Editor or Critic.  
**MFA Minimum:** Art Consultant; Art Therapist.