



# Art

AA (60 SCH\*)

\*Semester Credit Hour

5/2024

## 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  
PHYS 1304 - Solar System  
ARTS 2346 - Ceramics I

## 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 PJC 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.