BFA vs BA in Fine and Communication Arts

Viktoryia McGrath
Assistant Professor, Studio Arts
The BFA is regarded as a *professional* degree.

The BA is commonly understood to be a *general* degree.
The BFA is the path towards professionalism.

HOW COME?

- **Bachelor of Fine Arts**: A BFA requires that approximately two thirds of the course work focus on the creation and study of visual arts, and one third of the course work focus on liberal arts (history, literature, psychology, etc.).

- **Bachelor of Arts**: For a BA, the course work ratios are flipped, with a two thirds focus on liberal arts and one third focus on visual arts.

➤ *the specifics vary from college to college*
<table>
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<tr>
<th>Bachelor of Fine Arts (BFA) in Studio Art</th>
<th>Bachelor of Arts (BA) in Studio Art</th>
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<tr>
<td>82 major core credit Hours in Art &amp; Art History out of the 120 credit hours total.</td>
<td>56 major core credit hours in Art &amp; Art History out of the 120 credit hours total.</td>
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It is important, but WHY?

- B.F.A. students acquire not only the visual discernment and technical skills necessary to gain employment or admission to graduate school, but also the capacity for research, critical thinking, writing and speaking expertise that enables them to rise to positions of creative leadership as designers, art directors, project managers, executives and entrepreneurs.

- B.A. is intended for students who prefer the flexibility and breadth of a liberal arts degree. B.A. students take fewer upper-division studio courses.
The BFA is the path towards professionalism.

HOW COME?

- The BFA model has advantages: **intensity, quality, and precision**.
- The BA philosophy places value on a **broad education**, cultivating individual voices, and student initiative.
• Students with a BA degree in the arts may find a job in the arts but are just as likely find a job in an unrelated field that requires a college degree with a breadth of experiences.

• It will be difficult to enter directly into a MFA graduate program from undergraduate school with only a BA degree.

• Generally if a student wants to work as a professional in the arts, experiences beyond a BA degree (such as residencies, internships, unclassified graduate study, graduate study) will be necessary.
BFA Advantages

- Students who successfully achieve a BFA degree are prepared to:
  1. apply to jobs in their related fields
  2. apply to graduate programs
  3. apply to residencies and fellowships
  4. enter the world of professional artists
  5. apply to jobs that require a college degree
UCF Undergraduate Programs

- Art, History Track (B.A.)
- Art, Studio Track (B.A.)
- Art, Visual Arts and Emerging Media Management Track (B.A.)
- Emerging Media – Character Animation Track (B.F.A.)
- Emerging Media – Experimental Animation Track (B.F.A.)
- Emerging Media – Graphic Design Track (B.F.A.)
- Studio Art (B.F.A.)

https://svad.cah.ucf.edu/programs/
UCF Core Requirements

Core Requirements / Prerequisites

- ARH 2050 - History of Western Art I
- ARH 2051 - History of Western Art II
- ART 2201C - Design Fundamentals-Two Dimensional
- ART 2203C - Design Fundamentals-Three Dimensional
- ART 2300C - Drawing Fundamentals I
- ART 2301C - Drawing Fundamentals II
• Animation & Digital Modeling (BA, BFA)
• Video (BA, BFA)
• Art History (BA)
• Ceramics (BA, BFA)
• Drawing (BA, BFA)
• Painting (BA, BFA)
• Photography (BA, BFA)
• Printmaking (BA, BFA)
• Sculpture & Extended Media (BA, BFA)

https://www.usf.edu/arts/art/academics/index.aspx
ART 2201C: Concepts & Practices I
ART 2203C: Concepts & Practices II
ARH 2050: History of Visual Arts I

ARH 2051: History of Visual Arts II
ART 2301C: Beginning Drawing
ART 3301C: Intermediate Drawing

• Digital and Interactive Media Production, A.S. Degree

Humanities Core

- ARH2050 Survey of Art History I

Program Specific Courses

- DIG2000 Introduction to Digital Media
- DIG2100 Web Design I or GRA2144 Web Publishing
- DIG2500 Fundamentals of Interactive Media
- DIG2441 Mobile Devices and Applications of Social Media
- GRA1543 Graphic Design Studio
- JOU1100 Introduction to Journalism
- MAR2101 Social Media Marketing
- MMC1000 Introduction to Mass Communication
- MUM2630C Sound for Media
- PGY1101 Photography as an Art Form
- PGY1800 Photography and Image Making
- PGY2750 Introduction to Video Production
- RTV1000C Fundamentals of Broadcast Production and Lab
- RTV2104 Broadcast Research/Newswriting/Presentation Skills
- DIG2974 Interactive Media Capstone
Sources

- https://www.aiga.org/guide-designprograms
differ
- https://www.usf.edu/arts/art/academics/index.aspx
- https://svad.cah.ucf.edu/programs/