



UT's innovative art and design programs offer a challenging course of study and practice built upon fundamental principles designed to develop technical skills, advance visual literacy, stimulate intellectual curiosity and expand the ability to think critically.

## THE UNIVERSITY OF TAMPA

**BFA in Art**

**BFA in Graphic Design**

**B.A. in Design**

**B.A. in Visual Arts**

**B.A. in Art Therapy**

**B.A. in Museum Studies**

**Minor in Therapeutic Art**

## What Will You Learn?

The **Bachelor of Fine Arts in Art** is an intensive, professionally oriented, studio-based program with a commitment to developing a broad base of knowledge that is rooted in interdisciplinary theory and practice. Emphasis is placed on educating students for work in the field and/or advanced graduate-level study. The program provides the essential skills, critical thinking strategies and technological innovation necessary for students to develop as visual arts professionals and leaders in an increasingly visual world.

The **Bachelor of Fine Arts in Graphic Design** is an intensive, professionally oriented, studio-based program that prepares students for entering the job market. The program selectively combines elements of traditional studio instruction with design principles to create projects in branding, publications, user/consumer experience and other areas related to the field. A **B.A. in Design** is also offered.

The **B.A. in Visual Arts** is designed to allow the greatest flexibility in customizing a degree program to meet individual goals and interests. Students choose from a broad-based interdisciplinary track or a focus in a particular

medium. The program encourages students to consider a double major to complement their artistic education with additional study in business, museum studies, psychology, humanities or other fine arts disciplines.

The **B.A. in Art Therapy** prepares students to enter an accredited master's degree program and/or explore other wellness-related careers. The program emphasizes the development of studio art skills, field experiences and pre-professional studies in art therapy and in the behavioral and social sciences. It incorporates psychology, art and therapeutic techniques to provide a creative alternative to conventional therapies. A **minor in therapeutic art** is another option.

The **B.A. in Museum Studies** is designed to give students applied museum experience, preparing them for entry-level positions as assistants in curatorial, administrative, exhibition design and educational positions that will support their career in cultural heritage management and care. Students gain hands-on experience with routine museum tasks, as well as exposure to 21st century museum digital tools, best practices and top industry standards.

## A Vibrant Arts Community

All around the Tampa Bay area, galleries, art walks and art fairs are popular venues for art appreciation and entertainment. The Tampa Museum of Art (which offers free admission for UT students) and the Florida Museum of Photographic Arts are both within walking distance of campus.

The world's largest collection of works by Spanish surrealist Salvador Dalí is displayed in the Dalí Museum, located in nearby St. Petersburg.

The St. Petersburg Museum of Fine Arts is also a place where masterpieces of the past as well as works by today's foremost artists are displayed.

Sarasota is home to the internationally recognized Ringling Museum of Art.

## FACULTY highlights



**Jaime Aelavanthara, MFA**  
assistant professor of art and design

Jaime Aelavanthara is both a practicing artist and an educator specializing in fine art photography. When in the classroom she teaches digital photography, alternative photographic processes and studio lighting. Her work combines older analog techniques alongside newer digital methods.



**Chris Valle, MFA**  
professor of art and design

Chris Valle specializes in painting and contemporary art, combining both representation and abstraction, and using classical and experimental approaches. He has dedicated his life to art and exploring the influence that entertainment and advertisements have on our perceptions of ourselves.

## Opportunities to Learn and Explore

### Experiential Learning

The Department of Art and Design's Visiting Artist Program brings world-renowned artists and designers to campus to exhibit and discuss their own work, participate in critiques of student work and lead two- to three-day intensive workshops. Recent visiting artists include Bryony Gomez-Palacio, Alyssa Monks, Zachari Logan, Steven Assael, Julie Heffernan and Monica Cook.

Upper-level students have the opportunity to participate in the Meridian Scholar Program, which introduces nationally and internationally known artists to the community. Artists work on campus with students for a two-week intensive print collaboration. Past participants include Sam Gilliam, Miriam Schapiro, Audrey Flack, Ed Paschke, John Walker and Louisa Chase.

### Travel Courses

ART 292 Art Immersion: NYC Travel Course is a week-long travel experience led by faculty in art and design. Students and faculty visit galleries, museums and international art fairs and participate in specialized visits to the working studios of prominent artists, graphic design firms and agencies. The department also offers faculty-led international travel courses. Destinations have included Amsterdam, London, Paris, Rome, Venice, Florence, Prague, Brussels and Berlin, with an upcoming 2020 trip to South Korea.

### Facilities

UT recently rebuilt part of its R.K. Bailey Art Studios to host one of the most forward-thinking visual arts programs in the country, offering spaces for innovation and creativity for student and faculty inventors, designers, entrepreneurs and artists.

Most notably, the 30,000-sq.-ft. Bailey Art Studios boasts a digital fabrication lab (FabLab) that is a collaborative maker-space for students and faculty to turn their ideas into prototypes and products. The FabLab includes laser cutters, 3-D printers, CNC routers, large format printers, vinyl cutters and state-of-the-art computer technology. Only 4 percent of colleges and universities in the country have a FabLab.

The Bailey Art Studios also includes a photography studio complete with a professional-grade lighting studio and darkroom; two high-tech Mac computer labs for graphic design and digital arts; an innovative printmaking studio that combines traditional and new emerging digital tools; a drawing studio; a multipurpose studio; and an art history classroom. In total, the Bailey Art Studios contains 66 Mac computers. Additionally, it is home to the University's Scarfone/Hartley Gallery, which exhibits student, faculty and professional work.

The department also utilizes the Saunders Fine Arts Center, which provides a 13,000-sq.-ft. space for painting, ceramics and sculpture, as well as a wood shop, kiln room and metal fabrication and foundry areas.



UT's FabLab is a collaborative, state-of-the-art maker-space designed for students and faculty to turn their ideas and dreams into prototypes.



### Coming Soon: Ferman Center for the Arts

UT's new Ferman Center for the Arts, named in honor of the Ferman family — longtime supporters of the University — will include a recital hall, black box theater, classrooms, practice rooms, art and dance studios, faculty and administrative offices, student study spaces and much more.

## The Value of a Degree in Art and Design

According to the U.S. Department of Labor, the average worker will change careers eight times, making it highly unusual that any particular degree will adequately prepare a student. A degree in art or design is an exception, as it incorporates a variety of proficiencies needed to succeed in the modern workforce. Research shows that most fields are changing so fast that specific training and knowledge acquired during the first two years in college may be outdated by the time of graduation. Art and design degrees are unique because they focus on developing lifelong attitudes, values and ever-applicable skills.

In 2016, the World Economic Forum published "The Future Employment Skills and Workforce Strategy for the Fourth Industrial Revolution," detailing the salient learning skills that will be in demand by 2020. Art and design curricula fulfill the 10 most important skills for the 21st century, preparing students for a rapidly changing labor market.

**1. Complex problem-solving:** The creation of a work of art is predicated upon complex problem-solving using divergent thinking. Art and design students develop fluency, originality and the willingness to be courageous.

**2. Critical thinking:** Students must bring in ideas from many fields of knowledge and transform those ideas into something new by paying close attention to the historical, cultural and symbolic context.

**3. Creativity:** Art and design students learn to synthesize and to analyze, interpret, deduce and break down a subject into smaller parts for closer examination. Students also unify complex and often contradictory ideas into a larger whole while balancing form and content.

**4. People skills:** Creative formation within a studio environment becomes a cooperative exercise when projects involve several people. The ability to motivate and work with others toward a shared vision is essential.

**5. Coordinating with others:** Students learn early the necessity of shared equipment, studio space and other limited resources. This enables cooperation with others for mutual benefit.

**6. Emotional intelligence:** Art and design students are asked to look upon their work with a degree of personal detachment and understand that critical comments are offered as an opportunity for learning and improvement.

**7. Judgment/decision-making:** Art and design students learn essential time management skills to deal with budget constraints and to prioritize and streamline their efforts.

**8. Service orientation:** Students learn quickly the value and relationship of their peers. Ethics and best practices guide efficient studio operation for the common good.

**9. Negotiation skills:** Art and design students interact one-on-one with professional working artists, requiring initiative for mentoring that fosters entrepreneurship and self-confidence.

**10. Cognitive flexibility:** Cognitive flexibility is an essential skillset in today's fast-paced and fast-changing cultural landscape. Through the individuality of projects, assignments and class critiques, students are confronted with a variety of opinions and perspectives.

## alumni highlights

### Chloe Minkus '18

Accepted into the Disney College Program for graphic design.

### Haley Haren '18

Accepted into Naropa University's M.A. program in transpersonal art therapy and counseling.

### Maddie Gosson '17

Hired as a graphic designer at Ripley Entertainment in Orlando, FL.

### Caitlin O'Brien '17

Awarded a CalArts (California Institute of the Arts) Visual Arts Summer Residency; accepted into the New York Academy of Art's MFA program.

### Christa Kootz '16

Hired as a marketing manager at the Dalí Museum in St. Petersburg, FL.

### Alice Rodgers '15

Currently in the M.A. program in clinical mental health counseling and art therapy at Lesley University.



Associate professor Francesca Bacci is an interdisciplinary curator and researcher specializing in visual studies and the history of modern and contemporary art.

## College of Arts and Letters

# Art and Design



**Nneka Jones '20**  
**2019 William O'Dowd Memorial Emerging Artist Award recipient**  
**Major: art**  
**Minor: marketing**  
**Hometown: Westmoorings, Trinidad**

"Art has always been my passion. I appreciate UT's art program because it challenges students to go above and beyond. The professors test your ability to remain focused and step outside your comfort zone while working in different mediums and group activities. I'm encouraged to be free and expressive, but within limitations that help me to be a better artist. After graduating from UT, I hope to attend graduate school to continue my education, to showcase my artwork in the U.S. and Trinidad and to start my own business."

### Art and Design Scholarships

Each year the Department of Art and Design awards several scholarships to new incoming students. These awards are determined on a competitive basis and require the submission of an art portfolio and the completion of an application. For more information about scholarship requirements and deadlines, visit [www.ut.edu/art/scholarship](http://www.ut.edu/art/scholarship).

### Distinguishing Features

The Department of Art and Design's **mission** is to educate, inspire and empower artists and designers to make meaningful and impactful creative contributions, where success is not measured by their studies but by their life's work. The department's **vision** is to encourage a collaborative world of artists and designers as compassionate, global citizens whose imagination and creativity lead the way to an environmentally and socially responsible future.

The department's **Foundations Program** encourages students to acquire essential technical, conceptual and theory-based skills for their development as visual arts professionals. Students experience interdisciplinary, traditional and innovative approaches to artistic production through various forms and materials.

Many courses are reserved for first-year majors only, ensuring students get the classes they need during their first year of study. This prepares students for success in their major and keeps them on track to graduate in four years.

The majority of upper-level courses are taught by full-time faculty. The department prides itself on high-quality individualized instruction, focusing on the personal growth and achievements of each student to ensure success. Students have 24-hour access to the studios.



### About UT

The University of Tampa is a medium-sized, private university offering more than 200 undergraduate and graduate programs of study. Richly diverse, UT is the school of choice for approximately 9,600 students from all 50 states and 135 countries.

Visit [www.ut.edu/art](http://www.ut.edu/art) for more information about UT and the Department of Art and Design.



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