

Art (Expanded Arts), BFA

FAARTIBFA

Explore this conceptually driven program that takes a transdisciplinary and collaborative approach to art and community action.

Program description


The BFA program in art with a concentration in expanded arts educates students in traditional and emerging art forms, including performance, installation, 3D fabrication, digital sculpture, public and place-based art, and experimental and documentary video. The curriculum emphasizes interdisciplinary practice and critical theory in the context of cultural diversity, global awareness and community engagement, and the history, traditions and innovations within art.

Faculty provide students professional mentorship regarding opportunities such as assistantships, internships, scholarships, residencies and exhibitions. The [School of Art](#), the [Ceramics Research Center and Archive](#) and the [ASU Art Museum](#) support a robust schedule of public exhibitions and visiting artist and scholar lectures. These [events](#) offer students the opportunity to develop their knowledge and appreciation of contemporary art and culture while building a professional network. Further augmenting the curriculum are [numerous internships](#) offered by a wide range of arts organizations. Capstone and research studio courses engage students intellectually and critically as they gain the practical experience of developing a distinctive body of work and [presenting that work](#) in one of the [School of Art galleries](#), meaning students in the Bachelor of Fine Arts program in art graduate prepared for the future with a portfolio of completed works that showcases their unique artistic vision.

Students can visit the [expanded arts area of study page](#) to learn more about the program and the faculty, and sign up for the [School of Art newsletter](#) to learn more about its creative community.

At a glance

- **College/School:** [Herberger Institute for Design and the Arts](#)
- **Location:** [Tempe](#)

- **Second language requirement:** No
- **First required math course:** Any math course that meets the MATH designation.
- **Math intensity:** General 

Required courses (Major Map)

[2024 - 2025 Major Map](#)

[Major Map \(Archives\)](#)

Concurrent program options

Students pursuing concurrent degrees (also known as a "double major") earn two distinct degrees and receive two diplomas. Working with their academic advisors, students can create their own concurrent degree combination. Some combinations are not possible due to high levels of overlap in curriculum.

Admission requirements

General university admission requirements:

All students are required to meet general university admission requirements.

[First-year](#) | [Transfer](#) | [International](#) | [Readmission](#)

Additional requirements:

Students are admitted directly to the expanded arts concentration upon admittance to the BFA program in art.

Transfer admission requirements:

Transfer students who have completed the foundational core and pre-art requirements are admitted directly to the expanded arts concentration upon admittance to the Bachelor of Fine Arts program in art. To complete an undergraduate degree in four years, it is recommended that community college transfer students who are completing a two-year degree and have completed the foundational core and pre-art requirements apply and submit a declaration form in the semester in which they are completing their community college degree or the semester before they plan to enter Arizona State University.

Direct transfer of courses from other accredited institutions to the Herberger Institute for Design and the Arts is subject to the existence of parallel and equal courses in the college's curriculum and to departmental or school evaluation of studio courses with respect to performance standards.

Every candidate for the bachelor's degree must earn a minimum of 30 credit hours in resident credit at ASU. Transfer students enrolled in the college must complete a minimum of 15 credit hours of resident credit in the major as approved by the faculty.

Tuition information

When it comes to paying for higher education, everyone's situation is different. Students can learn about [ASU tuition and financial aid](#) options to find out which will work best for them.

Change of Major Requirements

Students declare their Bachelor of Fine Arts concentration at the time of their ASU admission. Following admission, if students wish to change their concentration, they may meet with their School of Art academic advisor.

An ASU student who would like to change majors to one offered by the Herberger Institute for Design and the Arts must have a minimum cumulative GPA of 2.50.

Students should visit the [Change of Major form](#) for information about how to change a major to this program.

Transfer options

ASU is committed to helping students thrive by offering tools that allow personalization of the transfer path to ASU. Students may use [MyPath2ASU®](#) to outline a list of recommended courses to take prior to transfer.

ASU has [transfer partnerships](#) in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools and resources, and they help students save time and money in their college journey.

Program learning outcomes

Program learning outcomes identify what a student will learn or be able to do upon completion of their program. This program has the following program outcomes:

- Create artwork for exhibitions in galleries, museums and other venues demonstrating technical artistic abilities and conceptual development.
- Demonstrate professional preparedness by developing a comprehensive toolkit for self-promotion that will position them for success in the field of art and design.
- Create a cohesive body of artwork organized and shared in a professional digital portfolio.

Global opportunities

Global experience

[Global Education programs](#) provide an opportunity for students to explore their creative side through an intercultural lens, deepen their understanding of the world and gain valuable career-building experiences.

Study abroad can prove to be a vital accompaniment to any art concentration, allowing for broad historical and archaeological explorations. Students develop insight into the cultures and minds of some of the world's most notable artists when they experience the places that gave rise to specific artistic styles.

With more than 300 options available, Global Education programs give students a breadth of knowledge in arts and culture uniquely different from their own. Study abroad encourages students to develop and broaden their intercultural sensitivity, communication skills and leadership ability, and challenges them to think differently. Whether in a foreign country, in the U.S. or online, students learn to adapt and persevere, and they are provided with a chance to look inside themselves in a way they haven't done before, growing their personal and professional self-confidence along the way.

Career opportunities

A degree in the arts offers students a pathway to a rich and varied choice of careers. The School of Art prepares students to initiate creative careers as artists, scholars and educators in the public and private sphere.

Expanded arts graduates work within the realms of:

- augmented reality and virtual reality
- cinema and television
- communication
- education
- the film, music or entertainment industries
- fine arts and design
- illustration
- robotics
- scientific and data visualization
- video production and postproduction
- web-based entertainment

They can become:

- art directors
- audio and video equipment technicians
- commercial and industrial designers
- set designers

For the last several years, jobs for multimedia artists, animators, film and video editors have continued to trend upward nationally.

Graduates of this program also have gone on to start their own galleries or small businesses, exhibit at notable institutions, and receive prestigious grants and residency opportunities.

Example job titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience and geographical location may affect pay scales. Some jobs also may require advanced degrees, certifications or state-specific licensure.

Career	*Growth	*Median salary
<u>Animator</u> ☀️	8.2%	\$98,950
<u>Art Director</u> ☀️	6.1%	\$105,180
<u>Audio-Visual Technician</u> ☀️	4.7%	\$50,660
<u>Camera Operator</u>	2.8%	\$58,230
<u>Film Editor</u> ☀️	9.4%	\$63,520
<u>Fine Artist</u> ☀️	5.2%	\$57,560
<u>High School Teacher</u>	1.0%	\$62,360
<u>Performance Artist</u>	3.4%	\$69,760
<u>Sound Recording Engineer</u>		\$60,670
<u>Video Game Designer</u> ☀️	15.2%	\$83,240

* Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).

☀️ Bright Outlook

Contact information

[School of Art](#) | ART 102

herbergeradvising@asu.edu | 480-965-8521