



### **Twin Cities Campus**

## **Graphic Design B.F.A.**

DESIGN GARP Administration

### **College of Design**

- Program Type: Baccalaureate
- Requirements for this program are current for Fall 2018
- Required credits to graduate with this degree: 120
- Required credits within the major: 81 to 89
- Degree: Bachelor of Fine Arts

The graphic design program educates students in design thinking, design methods, design theory, creative problem solving, and visual and verbal literacy. An emphasis is placed on visual components: how humans communicate, perceive, interpret, and understand visual information. The program fosters flexibility, which enables graduates to adapt to social, cultural, and technological change in graphic design. The program's foundation is broadly based. Students begin with courses in fundamental aspects of visual studies. Upper division courses prepare them for graphic design positions in print and electronic media. An internship of 1 to 3 credits is required.

## **Program Delivery**

This program is available:

- via classroom (the majority of instruction is face-to-face)

## **Admission Requirements**

Students must complete 5 courses before admission to the program.

Freshman and transfer students are usually admitted to pre-major status before admission to this major

A GPA above 2.0 is preferred for the following:

- 2.50 already admitted to the degree-granting college
- 2.50 transferring from another University of Minnesota college
- 2.50 transferring from outside the University

Admission to pre-major status is decided by a competitive holistic review. Students must maintain an overall GPA of 2.50 during pre-major coursework. In addition, students must receive a minimum grade of C- or better in the required pre-major courses before going through portfolio review (not just a 2.50 GPA). Once students have achieved major status, they must maintain a GPA of 2.00.

Students must be admitted to the pre-major status program to take most of the pre-graphic design coursework.

For information about University of Minnesota admission requirements, visit the [Office of Admissions website](#).

### **Required prerequisites**

#### **Pre-Graphic Design Courses**

- [DES 1101W](#) - Introduction to Design Thinking [AH, WI] (4.0 cr)
- [GDES 1311](#) - Foundations: Drawing and Design in Two and Three Dimensions (4.0 cr)
- [GDES 1312](#) - Foundations: Color and Design in Two and Three Dimensions (4.0 cr)
- [GDES 1315](#) - Foundations: The Graphic Studio (4.0 cr)
- [DES 2101](#) - Design and Visual Presentation (3.0 cr)

## **General Requirements**

All students are required to complete general University and college requirements including writing and liberal education courses. For more information about University-wide requirements, see the [liberal education requirements](#). Required courses for the major or minor in which a student receives a D grade (with or without plus or minus) do not count toward the major or minor (including transfer courses).

## **Program Requirements**

All coursework must be taken A-F (with the exception of the internship).

### **Presentations/Public Speaking**

- [COMM 1101](#) - Introduction to Public Speaking [CIV] (3.0 cr)  
or [DES 3309](#) - Storytelling and Design (3.0 cr)



### Business, Economics, or Marketing Courses

Students must select one course in either business, economics, or marketing.

ACCT 1xxx

or ACCT 2xxx

or ACCT 3xxx

or ACCT 4xxx

or ACCT 5xxx

or [APEC 1101](#) - Principles of Microeconomics [SOCS, GP] (4.0 cr)

or [APEC 1102](#) - Principles of Macroeconomics (3.0 cr)

or [APEC 1251](#) - Principles of Accounting (3.0 cr)

or ECON 1xxx

or ECON 2xxx

or ECON 3xxx

or ECON 4xxx

or ECON 5xxx

or MGMT 3xxx

or MKTG 3xxx

### Photography Courses

[ARTS 1701](#) - Introduction to Photography [AH] (4.0 cr)

or [GDES 2361](#) - Design Process: Photography (3.0 cr)

### Major Courses

#### Advanced Design Requirements

[DES 3201](#) - Career and Internship Preparation for Design (1.0 cr)

[GDES 3312](#) - Color and Form in Surface Design (4.0 cr)

[GDES 3351](#) - Text and Image (3.0 cr)

[GDES 3353](#) - Packaging and Display (3.0 cr)

[GDES 4131W](#) - History of Graphic Design [WI] (4.0 cr)

[GDES 4196](#) - Internship in Graphic Design (1.0 - 3.0 cr)

[GDES 4345](#) - Advanced Typography (4.0 cr)

[GDES 4363](#) - Graphic Design Portfolio (3.0 cr)

[GDES 2399W](#) - Design and its Discontents: Design, Society, Economy, and Culture [WI] (3.0 cr)

[GDES 3352](#) - Identity and Symbols (3.0 cr)

or [GDES 3352H](#) - Honors: Identity and Symbols (3.0 cr)

[GDES 4361W](#) - Thesis Studio and Writing [WI] (3.0 cr)

or [GDES 4361V](#) - Honors Thesis Studio and Writing [WI] (3.0 cr)

[GDES 4362](#) - Senior Thesis and Exhibition (3.0 cr)

or [GDES 4362H](#) - Senior Thesis and Exhibition (3.0 cr)

#### Basic Design Requirements

[GDES 2342](#) - Web Design (3.0 cr)

[GDES 2345](#) - Typography (4.0 cr)

#### Grand Challenge or Diversity and Social Justice

GCC 3xxx

or GCC 5xxx

or Take any course that fulfills the Diversity and Social Justice liberal education theme.

### Electives

Two of the three electives must be GDES designated courses. Other GDES topics courses or GDES field study may be used for this requirement. See your advisor.

Take exactly 3 course(s) from the following:

• [DES 3131](#) - User Experience in Design (4.0 cr)

• [DES 3141](#) - Technology, Design, and Society [TS] (3.0 cr)

• [DES 3311](#) - Travels in Typography (3.0 cr)

• [DES 3341](#) *{Inactive}* (3.0 cr)

• [DES 5165](#) - Design and Globalization (3.0 cr)

• [DES 5168](#) - Evidence-Based Design (3.0 cr)

• [DES 5185](#) - Human Factors in Design (3.0 cr)

• [GDES 2361](#) - Design Process: Photography (3.0 cr)

• [GDES 3311](#) - Illustration (3.0 cr)

• [GDES 4312](#) - Advanced Graphic Design Print Projects (3.0 cr)

• [GDES 4330](#) *{Inactive}* (4.0 cr)

• [GDES 4371](#) - Data & Information Visualization (3.0 cr)

• [GDES 4350](#) *{Inactive}* (3.0 cr)

• [GDES 5311](#) - Illustration (3.0 cr)

• [GDES 5341](#) - Interaction Design (3.0 cr)



- [GDES 5342](#) - Advanced Web Design (3.0 cr)
- GDES 5372 *{Inactive}* (3.0 cr)
- [GDES 5383](#) - Digital Illustration and Animation (3.0 cr)
- [GDES 5386](#) - Fundamentals of Game Design (3.0 cr)
- GDES 5388 *{Inactive}* (3.0 cr)
- GDES 5399 *{Inactive}* (3.0 cr)
- [DES 2701](#) - Creative Design Methods (3.0 cr)
- [PDES 2702](#) - Concept Sketching (3.0 cr)
- [PDES 3711](#) - Product Innovation Lab (4.0 cr)

#### Upper Division Writing Intensive within the Major

Students are required to take one upper division writing intensive course within the major. If that requirement has not been satisfied within the core major requirements, students must choose one course from the following list. Some of these courses may also fulfill other major requirements.

Take 0 - 1 course(s) from the following:

- [ARCH 3411W](#) - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
- [ENGL 3027W](#) - The Essay [WI] (4.0 cr)
- [GDES 4131W](#) - History of Graphic Design [WI] (4.0 cr)
- [GDES 4361V](#) - Honors Thesis Studio and Writing [WI] (3.0 cr)
- [GDES 4361W](#) - Thesis Studio and Writing [WI] (3.0 cr)
- [WRIT 3029W](#) - Business and Professional Writing [WI] (3.0 cr)
- [WRIT 3562V](#) - Honors: Technical and Professional Writing [WI] (4.0 cr)
- [WRIT 3562W](#) - Technical and Professional Writing [WI] (4.0 cr)