Twin Cities Campus

Graphic Design B.F.A.

DESGN 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: 83 to 89
- Degree: Bachelor of Fine Arts

The graphic design program educates students in design thinking, user-centered 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 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

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)
DES 1101W - Introduction to Design Thinking [AH, WI] (4.0 cr)
or DES 1101V - Honors: Introduction to Design Thinking [AH, WI] (4.0 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)

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Information current as of March 29, 2024

or DES 3309 - Storytelling and Design (3.0 cr)

Photography
ARTS 1701 - Introduction to Photography [AH] (4.0 cr)
or GDES 2361 - Design Process: Photography (3.0 cr)

Business, Economics, or Marketing Courses
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

Major Courses
Students select two out of the three classes as program required GD courses. If all three are taken, the third class will count as an elective.
Take 2 - 3 course(s) from the following:
•GDES 2361 - Design Process: Photography (3.0 cr)
•GDES 3312 - Color and Form in Surface Design (4.0 cr)
•GDES 4371 - Data & Information Visualization (3.0 cr)

Advanced Design Requirements
DES 3201 - Career and Internship Preparation for Design (1.0 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)
or GDES 2399V - 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)

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•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)
•DES 2701 - Creative Design Methods (3.0 cr)
•PDES 2702 - Concept Sketching (3.0 cr)
•PDES 3711 - Product Innovation Lab (4.0 cr)
•GDES 3312 - Color and Form in Surface Design (4.0 cr)
•DES 3351 - Phenomenon of Everyday Design (3.0 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:

•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)

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