GRAPHIC DESIGN (BFA)

Overview

Degree: Bachelor of Fine Arts
Major: Graphic Design
Program Code: 3283

The Graphic Design major emphasizes current and professional industry standards, combining traditional hands-on techniques with digital media to prepare students for the dynamic world of design. The program mirrors the fast-paced environment of real-world design studios, focusing on UX/UI, web design, layout design, composition, typography, screen printing, drawing, graphic design history, and contemporary production technology, all integrated with conceptual skills to make graduates highly marketable.

Entry into the program is contingent upon a successful portfolio review and achieving a grade of "B" or higher in required major courses. As students progress, a portfolio capstone course prepares them for employment by helping them build a professional portfolio designed to secure jobs in the field. The program features two state-of-the-art graphic design labs, each equipped with Apple computers and the latest industry-standard software. Students are encouraged to participate in student design activities and attend local, national, and international field trips.

Students are advised to follow course sequencing closely and consult with their advisor to complete the degree within four years. Graduates of the program are well-prepared for a wide range of opportunities in the design industry, including roles as in-house designers, agency creatives, independent contractors, and both in-person or remote positions, across fields such as advertising, web design, package design, illustration, marketing, and more.

Important Program Information:

- No more than 6 semester hours of independent study courses can be applied toward the degree.
- Apple-Based Technology: In alignment with industry standards, Apple computers are exclusively used in computer-based ARTG courses. Students are encouraged to consider purchasing an Apple computer and relevant design software for personal use.
- ARTG 300-level and 400-level courses are available upon acceptance into the Graphic Design Program.

Program Admission Requirements:

- Completion of ARTE 101 Two-Dimensional Design or ARTE 103 Digital Art and Design, ARTE 102 Three-Dimensional Design, ARTG 112 Graphic Design I, and ARTG 221 Graphic Design II with a grade of B or higher.
- Successful completion of a design portfolio review that meets the program's established criteria.
- Grade of B or higher in all major coursework.
- Completion of the Graphic Design Admission Application Form.
- Transfer students must complete the portfolio review to be formally accepted into the program.

All CMU baccalaureate graduates are expected to demonstrate proficiency in specialized knowledge/applied learning, quantitative fluency, communication fluency, critical thinking, personal and social responsibility, and information literacy. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

1. Interpret and apply formal elements and principles of design. (Specialized Knowledge)
2. Demonstrate proper use of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Specialized Knowledge and Quantitative Literacy)
3. Generate individual response through concept and relevant sources of information to create personal content. (Communication Fluency and Information Literacy)
4. Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical Thinking/ Communication Fluency)
5. Reflect on and respond to ethical, social, civil, and/or environmental challenges as they relate to art, design, and new media. (Personal and Social Responsibility)
6. Determine the best medium, methods and artistic strategies for evaluating information critically and develop a message by finding relevant sources of information, and applying the information effectively to visual culture. (Information Literacy)
7. Design and publish a professional portfolio that meets current industry standards. (Specialized Knowledge)
8. Demonstrate technical, aesthetic, and conceptual decisions based on the application of the design process. (Specialized Knowledge)

Requirements

Each section below contains details about the requirements for this program. Select a header to expand the information/requirements for that particular section of the program's requirements.

To print or save an overview of this program's information, including the program description, learning outcomes, requirements, suggested course sequencing (if applicable), and advising and graduation information, scroll to the bottom of the left-hand navigation menu and select "Print Options." This will give you the options to either "Send Page to Printer" or "Download PDF of This Page." The "Download PDF of This Page" option prepares a much more concise presentation of all program information. The PDF is also printable and may be preferable due to its brevity.

Institutional Degree Requirements

The following institutional degree requirements apply to all CMU baccalaureate degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 120 semester hours minimum.
- Students must complete a minimum of 30 of the last 60 hours of credit at CMU, with at least 15 semester hours in major discipline courses numbered 300 or higher.
- 40 upper-division credits (an alternative credit limit applies to the Bachelor of Applied Science degree).
- 2.00 cumulative GPA or higher in all CMU coursework.
- A course may only be used to fulfill one requirement for each degree/certificate.
- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 30 semester credit hours for a

baccalaureate degree. A maximum of 15 of the 30 credits may be for cooperative education, internships, and practica.

- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
- See "Requirements for Undergraduate Degrees and Certificates" in the catalog for a complete list of graduation requirements.

Specific to this program:

- No more than 6 semester hours of independent study courses can be applied toward the degree.
- Apple-Based Technology: In alignment with industry standards, Apple computers are exclusively used in computer-based ARTG courses. Students are encouraged to consider purchasing an Apple computer and relevant design software for personal use.
- ARTG 300-level and 400-level courses are available upon acceptance into the Graphic Design Program.
- Admission to the program requires the following:
  - Completion of ARTE 101 Two-Dimensional Design or ARTE 103 Digital Art and Design, ARTE 102 Three-Dimensional Design, ARTG 112 Graphic Design I, and ARTG 221 Graphic Design II with a grade of B or higher.
  - Successful completion of a design portfolio review that meets the program's established criteria.
  - Grade of B or higher in all major coursework.
  - Completion of the Graphic Design Admission Application Form.
  - Transfer students must complete the portfolio review to be formally accepted into the program.

Essential Learning Requirements

(31 semester hours)

See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.

Code	Title	Semester Credit Hours
English [1]		
ENGL 111	English Composition I-GTCO1	3
ENGL 112	English Composition II-GTCO2	3
Mathematics [1]		
MATH 110	Mathematical Investigations-GTMA1	3
History		
Select one History course		3
Humanities		
Select one Humanities course		3
Social and Behavioral Sciences		
Select one Social and Behavioral Sciences course		3
Select one Social and Behavioral Sciences course		3
Fine Arts		
Select one Fine Arts course		3
Natural Sciences [2]		
Select one Natural Sciences course		3
Select one Natural Sciences course with a lab		4
Total Semester Credit Hours		**31**

[1] Must receive a grade of "C" or better and must be completed by the time the student has 60 semester hours.
[2] One course must include a lab.

Other Lower Division Requirements

Code	Title	Semester Credit Hours
Wellness Requirement		
KINE 100	Health and Wellness	1
Select one Activity course		1
Essential Learning Capstone [1]		
ESSL 290	Maverick Milestone	3
ESSL 200	Essential Speech	1
Total Semester Credit Hours		**6**

[1] Essential Learning Capstone must be taken after completion of the Essential Learning English and Mathematics requirements, and when a student has earned between 45 and 75 hours.

Foundation Courses

(15 semester hours, must pass all courses with a grade of "B" or higher.)

Code	Title	Semester Credit Hours
ARTE 101	Two-Dimensional Design-GTAH1	3
or ARTE 103	Digital Art and Design-GTAH1	
ARTE 102	Three-Dimensional Design-GTAH1	3
ARTE 118	History of Art, Prehistory to Renaissance-GTAH1	3
ARTE 119	History of Art, Renaissance to Present-GTAH1	3
ARTS 151	Foundation Drawing I	3
Total Semester Credit Hours		**15**

Program Specific Degree Requirements

(48 semester hours. To continue in the program and eventually graduate as graphic design majors a student must earn, within no more than three attempts, at least a grade of "B" in the major requirements.)

Code	Title	Semester Credit Hours
Art History Course		
ARTH 324	History of Graphic Design	3
Graphic Design Courses		
ARTG 112	Graphic Design I	3

ARTG 120	UX Design I	3
ARTG 221	Graphic Design II	3
ARTG 222	Illustration Principles	3
ARTG 226	Motion Graphics	3
ARTG 290	UX Design II	3
ARTG 292	Letterforms and Typography	3
ARTG 305	UX Design III	3
ARTG 321	Advanced Typography	3
ARTG 334	Package Design	3
ARTG 350	Identity Design	3
ARTG 360	Sketchbook	3
ARTG 373	Screen Printing for Graphic Design	3
ARTG 438	Brand Design	3
ARTG 493	Portfolio Development	3
Total Semester Credit Hours		**48**

General Electives

All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours. 20 semester hours, including 13 semester hour of upper division, may be needed. Please meet with faculty advisor to discuss available electives.

Code	Title	Semester Credit Hours
General Electives		20
Total Semester Credit Hours		**20**

Suggested Course Plan

First Year

Fall Semester

		Semester Credit Hours
ARTE 101 or ARTE 103	Two-Dimensional Design-GTAH1 or Digital Art and Design-GTAH1	3
ARTG 112	Graphic Design I	3
ARTS 151	Foundation Drawing I	3
ENGL 111	English Composition I-GTCO1	3
MATH 110	Mathematical Investigations-GTMA1	3
	Semester Credit Hours	**15**

Spring Semester

ARTE 102	Three-Dimensional Design-GTAH1	3
ARTE 118	History of Art, Prehistory to Renaissance-GTAH1	3
ARTG 120	UX Design I	3
ENGL 112	English Composition II-GTCO2	3
Essential Learning - Social and Behavioral Sciences		3
	Semester Credit Hours	**15**

Second Year

Fall Semester

ARTE 119	History of Art, Renaissance to Present-GTAH1	3
ARTG 221	Graphic Design II	3
ARTG 222	Illustration Principles	3
Essential Learning - History		3
Essential Learning - Natural Science with Lab		4
	Semester Credit Hours	**16**

Spring Semester

ARTG 290	UX Design II	3
ARTG 226	Motion Graphics	3
ARTG 292	Letterforms and Typography	3
ESSL 200	Essential Speech	1
ESSL 290	Maverick Milestone	3
General Electives (3 hours)		3
	Semester Credit Hours	**16**

Third Year

Fall Semester

ARTG 321	Advanced Typography	3
ARTG 360	Sketchbook	3
ARTH 324	History of Graphic Design	3
KINE 100	Health and Wellness	1
General Electives (3 hours)		3
	Semester Credit Hours	**13**

Spring Semester

ARTG 334	Package Design	3
ARTG 350	Identity Design	3
Essential Learning - Humanities		3
Essential Learning - Natural Science		3
General Electives (3 hours)		3
KINA Activity		1
	Semester Credit Hours	**16**

Fourth Year

Fall Semester

ARTG 305	UX Design III	3
ARTG 373	Screen Printing for Graphic Design	3
ARTG 438	Brand Design	3
Essential Learning - Social and Behavioral Sciences		3
General Electives (3 hours)		3
	Semester Credit Hours	**15**

Spring Semester

ARTG 493	Portfolio Development	3
General Electives (8 hours)		8
Essential Learning - Fine Arts		3
	Semester Credit Hours	**14**
	Total Semester Credit Hours	**120**

Advising and Graduation
Advising Process and DegreeWorks

Documentation on the pages related to this program is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for their intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
- Submit the "Intent to Graduate" form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
- Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found at http://www.coloradomesa.edu/registrar/graduation.html.

If a student's petition for graduation is denied, it will be their responsibility to consult the Registrar's Office regarding next steps.