

BACHELOR OF SCIENCE IN GRAPHIC DESIGN & INTERACTIVE MEDIA PROGRAM OUTLINE

Required Coursework for B.S. in Graphic Design & Interactive Media

REQUIRED MAJOR COURSEWORK - 116 CREDITS		
ANM321	Animation and Video Editing	3
DES102	Foundations: Drawing II	3
DES103	Foundations Studio III	3
DES112	Design Studio II	3
DES113	Design Studio III	3
DES191	Design Foundation	6
DES1211	Workflow and Pipeline	2
DRW100	Drawing Fundamentals	3
DRW103	Storyboarding	3
GAM100	Introduction to Game Development	3
GAM101	Principles of Game Design	3
MD120	Media I	3
MD121	Imaging I	3
MD142	Typography I	3
MD144	Typography II	3
MD150	Visual Communication I	3
MD151	Visual Communication II	3
MD201	Graphic Design - Print	3
MD203	Digital Prepress and Production	3
MD210	Package Design I	3
MD250	Wayfinding & Information Design I	3
MD255	Interaction Design I	3
MD256	Interaction Design II	3
MD257	Interaction Design III	3
MD300	Brand Identification I	3
MD301	Brand Identification II	3
MD303	Motion Graphic I	3
MD304	Motion Graphic II	3
MD400	Design Research	3
MD401	Business of Design	3
MD420	Comprehensive Studio I	6
MD421	Comprehensive Studio II	6
MD450	Design & Critical Theory	3
MD500	Portfolio and Career Preparation	3
PD111	Human Factors	3
PD312	Experience Design	3

REQUIRED INTEGRATIVE STUDIES COURSEWORK - 36 CREDITS		
COM113	Speech Communication	3
COM310	Film Lens	3
ENG111	English Composition	3
ENG112	Advanced English Composition	3
HIS260	History of Pre-Modern Art & Design	3
HIS261	History of Modern & Postmodern Art & Design	3
MTH171	Intermediate Algebra	3
MTH174	Geometry	3
PHL161	Introduction to Philosophy	3
POL181	Introduction to Political Sciences	3
PSY181	General Psychology	3
RSH481	Introduction to Research	3

CREDIT BREAKDOWN		
Credits	% of Total	Area
116	64%	Required Major Course Credits
36	20%	Required Integrative Studies Credits
18	10%	Elective Integrative Studies Credits
12	6%	Elective Professional Credits
182 Total Credits		

BACHELOR OF SCIENCE IN GRAPHIC DESIGN & INTERACTIVE MEDIA

The Graphic Design & Interactive Media program prepares students for professions in the field of visual communications and digital media through the critical and creative exploration of emerging forms of visual and graphic arts, typographies, interaction design, virtual environments, and information spaces. The program prepares students to work as professional designers in graphic design, interactive media, and related fields. Students must complete a total of 182 quarter credits. It typically requires 4 academic years of full-time study to complete, with each sequence typically consisting of 3 quarters.

Electives for the Bachelor of Science in Graphic Design & Interactive Media

Nonrequired Graphic Design & Interactive Media courses, as well as professional courses in architecture, construction management, product design, and interior architecture & design courses, can be taken as professional electives.

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FALL	YEAR 1	YEAR 2	YEAR 3	YEAR 4
	DES191 Design Foundation (6)	MD142 Typography I (3)	MD300 Brand Identification I (3)	MD400 Design Research (3)
	DRW100 Drawing Fundamentals (3)	MD121 Imaging I (3)	MD303 Motion Graphic I (3)	MD450 Design & Critical Theory (3)
	ENG111 English Composition (3)	MD151 Visual Communication II (3)	PD312 Experience Design (3)	Professional Elective (3)
	HIS260 History of Pre-Modern Art & Design (3)	MTH174 Geometry (3)	RSH481 Introduction to Research (3)	Integrative Studies Elective (3)
	POL181 Intro to Political Science (3)	Professional Elective (3)	Integrative Studies Elective (3)	
TOTAL CREDITS	15	15	15	15

WINTER	DES102 or DRW102 Foundations: Drawing II (3)	DRW103 Storyboarding (3)	ANM321 Animation and Video Editing (3)	MD257 Interaction Design III (3)
	DES112 Design Studio II (3)	GAM100 Introduction to Game Development (3)	Integrative Studies Elective (3)	MD401 Business of Design (3)
	ENG112 Advanced English Composition (3)	MD144 Typography II (3)	MD301 Brand Identification II (3)	MD420 Comprehensive Studio I (6)
	HIS261 History of Modern & Postmodern Art & Design (3)	MD201 Graphic Design - Print (3)	MD304 Motion Graphic II (3)	Professional Elective (3)
	MTH171 Intermediate Algebra (3)	MD255 Interaction Design I (3)	PSY181 General Psychology (3)	
	DES1211 Workflow and Pipeline (2)			
TOTAL CREDITS	17	15	15	15

SPRING	DES103 Foundations Studio III (3)	MD203 Digital Prepress and Production (3)	GAM101 Principles of Game Design (3)	MD421 Comprehensive Studio II (6)
	DES113 Design Studio III (3)	MD210 Package Design I (3)	MD250 Wayfinding & Information Design I (3)	MD500 Portfolio and Career Preparation (3)
	PD111 Human Factors (3)	MD256 Interaction Design II (3)	PHL161 Introduction to Philosophy (3)	Integrative Studies Elective (3)
	MD150 Visual Communication I (3)	MD120 Media I (3)	Professional Elective (3)	Integrative Studies Elective (3)
	COM113 Speech Communication (3)	COM310 The Film Lens (3)	Integrative Studies Elective (3)	
TOTAL CREDITS	15	15	15	15

TOTAL ANNUAL CREDITS	47	45	45	45
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TOTAL PROGRAM CREDITS = 182

GRAPHIC DESIGN & INTERACTIVE MEDIA PROGRAM LEARNING OUTCOMES

The program learning outcomes directly align with the institutional learning outcomes (ILOs) and to the Graphic Design & Interactive Media education and profession. The following are program learning outcomes: apply foundational knowledge, skills, and behaviors necessary to be successful in graphic design professions; communicate effectively— verbally, in writing, and electronically—to a

wide variety of audiences; apply critical thinking and aesthetic judgments in creating graphics and digital media; utilize knowledge of text and graphics to communicate ideas and information visually; demonstrate proficient level skills in design software necessary to gain entry-level employment; and create a portfolio of material showing proficiency in graphic design.