



BFA in GRAPHIC DESIGN (488034) MAP Sheet

Department of Design

For students entering the degree program during the 2016–2017 curricular year.

This is a limited enrollment program requiring departmental admissions approval. For application information please see page two of this MAP or contact the Design Department in E-509 HFAC (1-801-422-7321) or the College Advisement Center in D-444 HFAC (1-801-422-3777). Admission to the Department of Design does not guarantee admission to Brigham Young University.

UNIVERSITY CORE AND GRADUATION REQUIREMENTS				PROGRAM REQUIREMENTS (73 total hours)			
					cr.hrs	grade	sem
Requirements	#Classes	Hours	Classes	Complete the following core requirements:			
Religion Cornerstones				DES 111 <u>Design Seminar</u>	1.0		
Teachings and Doctrine, Book of Mormon	1	2.0	Rel A 275	DES 114 <u>Drawing</u>	3.0		
Jesus Christ & the Everlasting Gospel	1	2.0	Rel A 250	DES 115 <u>Composition</u>	3.0		
Foundations of the Restoration	1	2.0	Rel C 225	DES 117 <u>Design Thinking</u>	3.0		
The Eternal Family	1	2.0	Rel C 200				
The Individual and Society				Obtain acceptance into the BA program: Graphic Design emphasis.			
Citizenship				Complete the following:			
American Heritage	1–2	3–6.0	from approved list	DESGD 243 <u>Typography 1</u>	3.0		
Global & Cultural Awareness	1	3.0	from approved list	DESGD 245 <u>Design 1</u>	3.0		
				DESGD 280 <u>Media Design 1</u>	3.0		
Skills				Obtain acceptance into the Graphic Design BFA program.			
Effective Communication				Complete the following:			
First-Year Writing	1	3.0	from approved list	DESGD 340 <u>Branding 1</u>	3.0		
Adv Written & Oral Communication	1	3.0	from approved list	DESGD 341 <u>3-Dimensional Design</u>	3.0		
Quantitative Reasoning	0–1	0–3.0	from approved list	DESGD 343 <u>Typography 2</u>	3.0		
Languages of Learning (Math or Language)	1–4	3–20.0	from approved lists	DESGD 360 <u>Interaction Design 1</u>	3.0		
				DESGD 380 <u>Motion 1</u>	3.0		
Arts, Letters, and Sciences				DESGD 441R <u>Design Lab</u>	3.0		
Civilization 1 and 2	2	6.0	ArtHC 201*, 202*	DESGD 442 <u>Portfolio</u>	3.0		
Arts	1	3.0	from approved list	DESGD 488 <u>Studio Practices for Designers</u>	2.0		
Letters	1	3.0	from approved list				
Scientific Principles & Reasoning				Complete 12 credit hours from the following:			
Biological Science	1–2	3–5.0	from approved list	DESGD 394R <u>Special Topics</u>	3.0		
Physical Science	1–2	3–7.0	from approved list	DESGD 440 <u>Branding 2</u>	3.0		
Social Science	1	3.0	from approved list	DESGD 460 <u>Interaction Design 2</u>	3.0		
				DESGD 480 <u>Motion 2</u>	3.0		
Core Enrichment: Electives							
Religion Electives	3–4	6.0	from approved list				
Open Electives	Variable	Variable	personal choice				
GRADUATION REQUIREMENTS:							
Minimum residence hours required		30.0					
Minimum hours needed to graduate		120.0					

FOR UNIVERSITY CORE/PROGRAM QUESTIONS CONTACT THE ADVISEMENT CENTER ◆ FOR CAREER QUESTIONS SEE YOUR FACULTY ADVISOR

*THESE CLASSES FILL BOTH UNIVERSITY CORE AND PROGRAM REQUIREMENTS (6 hours overlap)

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Suggested Sequence of Courses:

FRESHMAN YEAR

<u>1st Semester</u>	
First-year Writing or American Heritage	3.0
Religion Cornerstone course	2.0
DES 111	1.0
DES 114 or 115	3.0
General Education courses, university requirements, and/or general electives	6.0
Total Hours	15.0

2nd Semester

American Heritage or First-year Writing	3.0
Religion Cornerstone course	2.0
DES 114 or 115	3.0
DES 117	3.0
General Education courses, university requirements, and/or general electives	4.0
Total Hours	15.0

SOPHOMORE YEAR

<u>3rd Semester</u>	
ArtHC 201	3.0
DESGD 243/245/280	3.0
DESGD 349	3.0
General Education courses, university requirements, and/or general electives	6.0
Total Hours	15.0

4th Semester

ARTHC 202	3.0
DESGD 243/245/280	6.0
DESGD elective	3.0
General Education courses, university requirements, and/or general electives	3.0
Total Hours	15.0

JUNIOR YEAR

<u>5th Semester</u>	
DESGD 340	3.0
DESGD 343	3.0
DESGD 360/380	3.0
DESGD 394R/440/460/480	3.0
General Education courses, university requirements, and/or general electives	3.0
Total Hours	15.0

6th Semester

DESGD 341	3.0
DESGD 394R/440/460/480	3.0
DESGD 360/380	3.0
DES 385	3.0
DESGD 488	2.0
General Education courses, university requirements, and/or general electives	1.0
Total Hours	15.0

SENIOR YEAR

<u>7th Semester</u>	
DESGD 394R/440/441R/460/480	6.0
DESGD 497R	3.0
General Education courses, university requirements, and/or general electives	6.0
Total Hours	15.0

8th Semester

DESGD 394R/440/441R/460/480	6.0
DESGD 442R	3.0
DESGD 497R	1.0
General Education courses, university requirements, and/or general electives	5.0
Total Hours	15.0

THE DISCIPLINE:

The Department of Design Graphic Design BFA Program prepares visual communicators to serve in a broad range of creative disciplines. Solving complex visual problems requires an understanding of design thinking, the aesthetics of visual communication, and an ability to communicate narratives across a wide array of mediums and technologies.

CAREER OPPORTUNITIES:

Graphic Design majors work in design-related disciplines including branding, product design, publishing, interaction design, web design, mobile app development, experience design, service design, motion graphics, and data visualization. Designers work in places such as design studios, interactive or digital agencies, advertising agencies, corporate design positions, as design entrepreneurs, or freelancers.

NEW STUDENT APPLICATIONS:

Students wishing to be admitted to the Graphic Design program for Fall semester should:

1. Declare themselves a pre-major with the College Advisement Center, D-444 HFAC.
2. Enroll in the freshman core and complete the following prerequisite courses: DES 111, 114, 115, and 117.
3. Apply to the major by the April 1st or August 1st application deadline.
4. Complete the sophomore BA courses: DESGD 243, 245, 280.
5. Apply to the BFA program by the April 1st or August 1st deadline.

TRANSFER STUDENTS

Transfer students applying for admittance to the Department of Design are asked to participate in a portfolio review by area faculty. Prospective transfer students should contact the faculty advisor listed below to arrange a review. Upon acceptance into the department, students are placed at the appropriate level of study at the discretion of the area faculty.

Note: Students may apply to the graphic design program no more than twice. Transfer students not accepted into BFA degree programs may elect to enroll in the Bachelor of Arts program with a graphic design emphasis. Admission to the department does not guarantee admission to BYU.

TALENT AWARDS

All students are encouraged to apply for department Talent Awards by the February 1st deadline.

BFA WITH LICENSURE OPTION

The BFA is a professional degree. Students majoring in graphic design may certify to teach in the public schools (K-12) concurrent with their BFA program. Please review the art education major requirements or contact the college advisement center. **Note: This is NOT a second major.**

FACULTY ADVISOR:

An advisor has been appointed to counsel students about program objectives, course content and sequence, career goals, and other matters pertaining to their major field of study. The advisor for this major is:

Brent Barson
C-502E HFAC
Brigham Young University
Provo, UT 84602
(801) 422-7291
brent_barson@byu.edu

Linda Reynolds (**Winter 2017 only**)
C502D HFAC
Brigham Young University
Provo, UT 84602
(801) 422-5062
lindareynolds@byu.edu

Note: This degree program requires a minimum of 120 hours for graduation. Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer term. Taking fewer credits substantially increases the cost and the number of semesters to graduate.

College of Fine Arts & Communications Advisement Center
D-444 Harris Fine Arts Center
Brigham Young University
Provo, UT 84602
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