

GRAPHIC ARTS AND DESIGN, BACHELOR OF ARTS

College: College of Liberal Arts

Department: Visual, Performing, and Media Arts

Student Type: Traditional Undergraduate

Degree: Bachelor of Arts

Campus: Both Lisle Campus and Mesa Campus

The Graphic Arts and Design major must complete each of the following courses with a grade of "C" or better:

Code	Title	Hours
FNAR 1101	Fundamentals of Design	3
or FNAR 1105	Fundamentals of Design: Computer Application	
FNAR 1103	Three-Dimensional Design	3
or FNAR 2230	Ceramics I	
FNAR 2111	Drawing I	3
FNAR 2203	Ancient and Medieval Art	3
FNAR 2204	Renaissance to Modern Art	3
FNAR 2293	Digital Photography	3
GAD 2205	History of Graphic Design	3
FNAR 1120	Lettering & Layout - Foundational	3
or FNAR 2294	Computer Art	
GAD 2230	Typography	3
GAD 2260	Graphic Design I	3
GAD 3360	Graphic Design II	3
GAD 3380	UI/UX Design	3
GAD 4300	Motion Graphics	3
COMM 3353	Advanced Seminar in Page Design for Publications	3
COMM 3381	Multimedia Production for the Web	3
GAD 4297	Internship	3
GAD 4393	Senior Portfolio	3
Select one of the following:		3
FNAR 2202	Watercolor Painting	
FNAR 2240	Printmaking: Intaglio(Etching)	
FNAR 2241	Printmaking: Relief	
FNAR 2242	Printmaking: Silk-Screen	
FNAR 2243	Printmaking: Lithography	
FNAR 2250	Oil Painting	
Total Hours		54

Objectives

Students in the Graphic Arts & Design Program will achieve the following student learning outcomes (SLO):

Student Learning Outcome 1: Recognize, investigate, and apply proper design strategy and procedures to creatively solve visual communication problems

• University SLO: 2. Critical and Creative Thinking Skills; 5. Analytical Skills

Student Learning Outcome 2: Demonstrate visual communication solutions for audience, purpose, and context.

• University SLO: 2. Critical and Creative Thinking Skills; 3. Communication Skills

Student Learning Outcome 3: Utilize proper tools and techniques in the creation, reproduction, and distribution of visual communication.

• University SLO: 3. Communication Skills; 4. Information Fluency

Student Learning Outcome 4: Understand primary facets of design history, theory, and criticism from a variety of perspectives that interprets social and cultural influences of design objects

• University SLO: 1. Disciplinary Competence and Skills; 6. Global Awareness and Cultural Competence

Student Learning Outcome 5: Demonstrate elements and principles of design integrating form and content, image and text, concept and visualization, through best practice for design

• University SLO: 1. Disciplinary Competence and Skills; 3. Communication Skills

Student Learning Outcome 6: Establish a final portfolio that encounters current industry standards for a rewarding career in the professional design field

• University SLO: 3. Communication Skills; 9. Personal Development