GRAPHIC DESIGN, BFA

for the degree of Bachelor of Fine Arts Major in Graphic Design

The curriculum in graphic design requires 122 credit hours and prepares the student for entrance into the professional practice of design visual communications. Studio work addresses graphic design fundamentals (typography and image making), design history and contemporary practices, research methods, user experience, and social responsibility. Students engage with complex problems and are asked to identify opportunities where design can intervene. In addition, students have the opportunity to develop their personal interests by taking advantage of a highly interdisciplinary selection of elective courses offered by the School of Art + Design, including photography, video, traditional printmaking, sustainability, and advanced interaction design.

Students in the School of Art and Design must complete the Campus General Education requirements (https://courses.illinois.edu/gened/DEFAULT/DEFAULT/). Some Art and Design courses will also apply toward the General Education requirements (https://courses.illinois.edu/gened/DEFAULT/DEFAULT/).

A portfolio review is required for admission to the School of Art and Design.

Students majoring in this degree program must complete the First Year Curriculum requirements before beginning other major requirements.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>FAA 101</td>
<td>Arts at Illinois</td>
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<tr>
<td>ARTF 101</td>
<td>Contemporary Issues in Art</td>
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<td>ARTE 101</td>
<td>Art, Design, and Society</td>
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<tr>
<td>ARTH 110</td>
<td>Introduction to the History of Art and Visual Culture</td>
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Select one Drawing course:
- ARTF 102 Observational Drawing
- ARTF 104 Expressive Drawing
- ARTF 106 Visualization Drawing

Select one course in 2D Category:
- ARTD 151 Introduction to Graphic Design
- ARTS 205 Introduction to Printmaking (required for Studio Art: Printmaking)
- ARTS 221 Fashion Illustration (required for Studio Art: Fashion)
- ARTS 251 Beginning Painting (required for Studio Art: Painting)
- ARTS 264 Basic Photography (required for Studio Art: Photography)

Select one course in 3D Category:
- ARTD 218 Interaction Design Foundation
- ARTD 222 Typographic Practice
- ARTD 251 Graphic Design Toolbox
- ARTD 270 Design Methods
- ARTD 318 Interaction Design
- ARTD 333 Type & Image
- ARTD 351 Graphic Design Inquiry
- ARTD 371 Graphic Design Practicum
- ARTD 418 Advanced Interaction Design
- ARTD 444 Typographic Systems
- ARTD 451 Ethics of a Designer in a Global Economy
- ARTD 471 Graphic Design Capstone

Total Hours 20

Graphic Design Requirements

<table>
<thead>
<tr>
<th>Code</th>
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<td>ARTD 218</td>
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<td>ARTD 222</td>
<td>Typographic Practice</td>
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<td>ARTD 251</td>
<td>Graphic Design Toolbox</td>
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<td>ARTD 270</td>
<td>Design Methods</td>
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<td>ARTD 318</td>
<td>Interaction Design</td>
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<td>ARTD 333</td>
<td>Type &amp; Image</td>
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<td>ARTD 351</td>
<td>Graphic Design Inquiry</td>
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<td>ARTD 371</td>
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<td>ARTD 444</td>
<td>Typographic Systems</td>
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<td>ARTD 451</td>
<td>Ethics of a Designer in a Global Economy</td>
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<td>ARTD 471</td>
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Total Hours 34

Art History

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<td>ARTH 211</td>
<td>Design History Survey</td>
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<td>Advanced art history (200-level or above)</td>
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Total Hours 9

Electives

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<td>Art &amp; Design Electives (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)</td>
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Open electives as needed to total 122 hour degree

Select one course in 4D Category:
- ARTS 241 Image Practice
- ARTS 243 Time Arts I
- ARTS 244 Interaction I

Total Hours 20

This sample sequence is intended to be used only as a guide for degree completion. All students should work individually with their academic advisors to decide the actual course selection and sequence that works best for them based on their academic preparation and goals. Enrichment programming such as study abroad, minors, internships, and so on may impact the structure of this four-year plan. Course availability is not guaranteed during the semester indicated in the sample sequence.

Students must fulfill their Language Other Than English requirement by successfully completing a third level of a language other than English.

Information listed in this catalog is current as of 12/2023
For more information, see the corresponding section on the Degree and General Education Requirements page (http://catalog.illinois.edu/general-information/degree-general-education-requirements/).

### First Year

<table>
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<tr>
<th>First Semester</th>
<th>Hours</th>
<th>Second Semester</th>
<th>Hours</th>
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<tbody>
<tr>
<td>FAA 101</td>
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<td>ARTE 101</td>
<td>2</td>
</tr>
<tr>
<td>ARTF 101</td>
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<td>ARTD or ARTS ### (3D Category)</td>
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<td>ARTH 110</td>
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<td>ARTS ### (4D Category)</td>
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<td>ARTF ### (Drawing Category)</td>
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### Second Year

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<th>Hours</th>
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<td>ARTD 333</td>
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<td>ARTD 251</td>
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<td>ARTD 218</td>
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<td>ARTD 270</td>
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<td>ARTH 211</td>
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### Third Year

<table>
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<td>ARTD 351</td>
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<tr>
<td>ARTD 318</td>
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<td>Art &amp; Design Elective (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)</td>
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### Fourth Year

<table>
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<th>Hours</th>
<th>Second Semester</th>
<th>Hours</th>
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<tbody>
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<td>Art &amp; Design Elective (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)</td>
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<td>2 ARTD 471</td>
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<tr>
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**Total Hours 122**

For the degree of Bachelor of Fine Arts Major in Graphic Design

1. Understand typography as a system and produce readable, legible, and meaningful visual communication pieces for digital and print media.
2. Develop a professional understanding of effective relationships between image and typography to communicate engaging messages.
3. Identify, research, organize, and visualize design ideas through an iterative reflective process of prototyping, refinement, and implementation, that articulates criticism of the field of graphic design.
4. Identify and use the evolving research methods, frameworks, and industry-standard tools and technologies of the graphic design and user experience disciplines to generate, reproduce, and distribute visual messages that create positive change in their communities.
5. Apply knowledge of perception, cognition, and bodily experience to create visual communication systems that deliver engaging messages through digital, print, experiential, and speculative media.
6. Develop a critical and reflective orientation toward the diverse professional, social, environmental, and ethical implications of the graphic design discipline in order to respond to societal challenges.

For the degree of Bachelor of Fine Arts Major in Graphic Design

School of Art & Design
School of Art & Design (https://art.illinois.edu/)
Art & Design faculty (https://art.illinois.edu/about/faculty-directory/)
Academic Coordinator of Undergraduate Academic Affairs: Michael Foellmer
143 Art and Design Building, Champaign, IL 61820
(217) 244-8462

Information listed in this catalog is current as of 12/2023
Academic Coordinator of Undergraduate Academic Affairs email
(foellme1@illinois.edu)

College of Fine & Applied Arts
Fine & Applied Arts (https://faa.illinois.edu)

Admissions
University of Illinois Undergrad Admissions (https://admissions.illinois.edu/myillini-apply/)
FAA Undergraduate Advising (https://faa.illinois.edu/student-resources/current-students/academic-affairs-office/undergraduate-advisors/)
Undergrad Admissions email (admissions@illinois.edu)

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