

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.

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

First Year Curriculum

Code	Title	Hours
FAA 101	Arts at Illinois	1
ARTF 101	Contemporary Issues in Art	2
ARTE 101	Art, Design, and Society	2
ARTH 110	Introduction to the History of Art and Visual Culture	3
Select one Drawing course:		3
ARTF 102	Observational Drawing	
ARTF 104	Expressive Drawing	
ARTF 106	Visualization Drawing	
Select one course in 2D Category:		3
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: 3

ARTD 101	Introduction to Industrial Design	
ARTS 210	Ceramics Sculpture I	
ARTS 230	Jewelry/Metals I	
ARTS 280	Beginning Sculpture (required for Studio Art: Sculpture)	

Select one course in 4D Category: 3

ARTS 241	Image Practice	
ARTS 243	Time Arts I	
ARTS 244	Interaction I	

Total Hours 20

Graphic Design Requirements

Code	Title	Hours
ARTD 218	Interaction Design Foundation	3
ARTD 222	Typographic Practice	3
ARTD 251	Graphic Design Toolbox	2
ARTD 270	Design Methods	2
ARTD 318	Interaction Design	2
ARTD 333	Type & Image	3
ARTD 351	Graphic Design Inquiry	4
ARTD 371	Graphic Design Practicum	2
ARTD 418	Advanced Interaction Design	3
ARTD 444	Typographic Systems	3
ARTD 451	Ethics of a Designer in a Global Economy	4
ARTD 471	Graphic Design Capstone	3
Total Hours		34

Art History

Code	Title	Hours
ARTH 211	Design History Survey	3
Advanced art history (200-level or above)		6
Total Hours		9

Electives

Code	Title	Hours
Art & Design Electives (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)		12
Open electives as needed to total 122 hour degree		
Total Hours		122

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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.

For more information, see the corresponding section on the Degree General and Education Requirements page (<http://catalog.illinois.edu/general-information/degree-general-education-requirements/>).

First Year

First Semester	Hours	Second Semester	Hours
FAA 101		1 ARTE 101	2
ARTF 101		2 ARTD or ARTS ### (3D Category)	3
ARTH 110		3 ARTS ### (4D Category)	3
ARTF ### (Drawing Category)		3 Comp. I or Language Other than English (3rd level)	4
ARTD or ARTS ### (2D Category)		3 General Education course	3
Comp. I or Language Other than English (3rd level)		4	
		16	15

Second Year

First Semester	Hours	Second Semester	Hours
ARTD 222		3 ARTD 333	3
ARTD 251		2 ARTD 218	3
ARTD 270		2 ARTH 211	3
General Education course		3 General Education course	3
General Education course		3 General Education course	3
General Education course		3	
		16	15

Third Year

First Semester	Hours	Second Semester	Hours
ARTD 451		4 ARTD 444	3
ARTD 351		2 ARTD 418	3
ARTD 318		2 General Education course	3
Art & Design Elective (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)		3 Art & Design Elective (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)	3
ARTH 200 level or above (Advanced Art History)		3 ARTH 200 level or above (Advanced Art History)	3
		14	15

Fourth Year

First Semester	Hours	Second Semester	Hours
Art & Design Elective (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)		3 Art & Design Elective (ARTS, ARTD, ARTE, ARTH, or ARTJ courses not otherwise required in major)	3
ARTD 371		2 ARTD 471	3
ARTD 351		2 General Education course	3
General Education course		3 Free Elective course	3
Free Elective course		3 Free Elective course	3
Free Elective course		3	
		16	15

Total Hours 122

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1. A deep understanding of effective typography and image relationships as used in the graphic design discipline.
2. Ability to realize an idea through an iterative creative making process of refinement.
3. Skills to see, research, organize, and visualize abstract ideas across multiple media.
4. Ability to use and embrace the research methods, frameworks, tools, technologies, and techniques of the graphic design discipline as it evolves.
5. Ability to apply knowledge of perception, cognition, and embodiment.
6. An understanding of the diverse professional, social, and ethical impacts of the graphic design discipline.
7. Understanding the use of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages.

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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
 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/we-are-faa/directory/#advisors>)

Undergrad Admissions email (admissions@illinois.edu)