2018-2019 PROGRAM REQUIREMENTS
Degree: Bachelor of Fine Arts
Major: Graphic Design
Concentration: Visual Design

About This Major . . .

The Graphic Design–Visual Design concentration focuses on current and professional industry standards within graphic design. Our degree is illustration-based and combines traditional hands-on media with the digital. The program, like the professional world is a fast-paced environment that mimics real-world design studios. Students will learn traditional layout design, composition, screenprinting, drawing, graphic design art history, CNC routing all as it applies to design. These areas are all combined with conceptual skills to make graduates in the area marketable. Entry in the program is contingent upon the successful completion of a portfolio review and exam during the sophomore year. A portfolio capstone course prepares students upon graduation for employment with a portfolio designed to gain employment. The program boasts two Graphic Design computer labs each furnished with Apple computers and the latest graphic design application software. Students can be a part of a community of student designers involved in a graphic design activities and field trips locally, nationally and abroad.

Entering students are encouraged to pay close attention to course sequencing and consult their advisor in order to complete the degree in four years. The successful Graphic Design degree candidate is prepared to enter professions within graphic design including advertising design, web design, package design, illustration, marketing and a myriad of related fields.

For more information on what you can do with this major, go to http://www.coloradomesa.edu/career/whatmajor.html.

All CMU baccalaureate graduates are expected to demonstrate proficiency in critical thinking, communication fluency, quantitative fluency, and specialized knowledge/applied learning. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

1. Interpret and apply formal elements and principles of design. (Specialized Knowledge)
2. Demonstrate application of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Applied Learning)
3. Generate individual response through concept and theory beyond formal elements to create personal content. (Communication Fluency)
4. Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical Thinking/ Communication Fluency)
5. Design and publish a professional portfolio that meets current industry standards. (Applied Learning)
6. Demonstrate technical, aesthetic, and conceptual decisions based on the application of the design process. (Specialized Knowledge)

Advising Process and DegreeWorks

This document is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for her/his intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:
- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.

- Submit the "Intent to Graduate" form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
- Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found at http://www.coloradomesa.edu/registrar/graduation.html.

If a student's petition for graduation is denied, it will be her/his responsibility to consult the Registrar's Office regarding next steps.

INSTITUTIONAL DEGREE REQUIREMENTS

The following institutional degree requirements apply to all CMU baccalaureate degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 120 semester hours minimum.
- Students must complete a minimum of 30 of the last 60 hours of credit at CMU, with at least 15 semester hours in major discipline courses numbered 300 or higher.
- 40 upper-division credits (an alternative credit limit applies to the Bachelor of Applied Science degree).
- 2.00 cumulative GPA or higher in all CMU coursework.
- A course may only be used to fulfill one requirement for each degree/certificate.
- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 30 semester credit hours for a baccalaureate degree; A maximum of 15 of the 30 credits may be for cooperative education, internships, and practica.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
- See "Requirements for Undergraduate Degrees and Certificates" in the catalog for a complete list of graduation requirements.

PROGRAM-SPECIFIC DEGREE REQUIREMENTS

- A grade of "B" or higher in all coursework toward the foundation area.
- To continue in the program and eventually graduate as graphic design majors a student must earn, within no more than three attempts, at least a grade of "B" in the major requirements.
- No more than 6 semester hours of independent study courses can be used toward the degree.
- KINA Activity courses can NOT be used to fulfill general elective credit requirements.
- In an effort to meet industry standards, Macintosh computers are used exclusively in all computer-based ARTG courses. Majors are strongly advised to consider purchasing a Macintosh and related print and web publication software for personal use.
- ARTG 300-level courses and ARTG 400-level courses may be taken upon acceptance into the Graphic Design Program.
- Admission in the program after the sophomore year will be contingent upon the student's satisfying the following requirements:
    a. Completion of Graphic Design Admission Application Form.
    b. Completion of ARTE 101 Two-Dimensional Design, ARTE 102 Three-Dimensional Design, ARTG 215 Graphic Design I, ARTG 221 Graphic Design II, and ARTG 222 Illustration I with a grade of B or A.
    c. A grade of B or A in all coursework in the major.
    d. Successful completion of the Graphic Design entrance exam with a minimum score of 80%.
    e. Portfolio Review comprised of Graphic Design work that meets the established Portfolio Review Criteria.
    f. Transfer students must pass the Portfolio Review and entrance exam to be formally accepted into the Graphic Design Program.

<u>**ESSENTIAL LEARNING REQUIREMENTS**</u> (31 semester hours)
See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.

English (6 semester hours, must receive a grade of "C" or better and must be completed by the time the student has 60 semester hours.)
- ☐ ENGL 111 - English Composition (3)
- ☐ ENGL 112 - English Composition (3)

Mathematics (3 semester hours, must receive a grade of "C" or better, must be completed by the time the student has 60 semester hours.)
- ☐ MATH 110 - College Mathematics (3) or higher

Humanities (3 semester hours)
- ☐ Select one Humanities course (3)

Social and Behavioral Sciences (6 semester hours)
- ☐ Select one Social and Behavioral Sciences course (3)
- ☐ Select one Social and Behavioral Sciences course (3)

Natural Sciences (7 semester hours, one course must include a lab)
- ☐ Select one Natural Sciences course (3)
- ☐ Select one Natural Sciences course with a lab (4)

History (3 semester hours)
- ☐ Select one History course (3)

Fine Arts (3 semester hours)
- ☐ Select one Fine Arts course (3)

<u>**OTHER LOWER-DIVISION REQUIREMENTS**</u>

Wellness Requirement (2 semester hours)
- ☐ KINE 100 - Health and Wellness (1)
- ☐ Select one Activity course (1)

Essential Learning Capstone (4 semester hours)
Essential Learning Capstone must be taken after completion of the Essential Learning English and Mathematics requirements, and when a student has earned between 45 and 75 hours.
- ☐ ESSL 290 - Maverick Milestone (3)
- ☐ ESSL 200 - Essential Speech (1)

<u>**FOUNDATION COURSES**</u> (15 semester hours, must pass all courses with a grade of "B" or higher.)
- ☐ ARTE 101 - Two-Dimensional Design (3)
- ☐ ARTE 102 - Three-Dimensional Design (3)
- ☐ ARTE 118 - History of Art, Prehistory to Renaissance (3)
- ☐ ARTE 119 - History of Art, Renaissance to Present (3)
- ☐ ARTS 151 - Foundation Drawing I (3)

BFA, GRAPHIC DESIGN, VISUAL DESIGN REQUIREMENTS (51 semester hours, must pass all courses with a grade of "B" or higher within no more than three attempts.)

Art History Course (3 semester hours)
- ☐ ARTH 324 - History of Graphic Design (3)

Graphic Design Courses (48 semester hours)
- ☐ ARTG 122 - Design It! (3)
- ☐ ARTG 215 - Graphic Design I (3)
- ☐ ARTG 221 - Graphic Design II (3)
- ☐ ARTG 222 - Illustration I (3)
- ☐ ARTG 301 - Digital Illustration (3)
- ☐ ARTG 320 - Letterforms and Typography (3)
- ☐ ARTG 321 - Advanced Typography (3)
- ☐ ARTG 333 - Illustration II (3)
- ☐ ARTG 337 - Illustration III (3)
- ☐ ARTG 338 - Advertising Design I (3)
- ☐ ARTS 360 - Sketchbook (3)
- ☐ ARTG 401 - Digital Painting (3)
- ☐ ARTG 405 - Website Design (3)
- ☐ ARTG 406 - UX Design (3)
- ☐ ARTG 450 - Identity Design (3)
- ☐ ARTG 493 - Portfolio Development (3)

GENERAL ELECTIVES (All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours. Excludes KINA activity courses. 17 semester hours, additional hours of upper division may be needed.)
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Freshman Year, Fall Semester: 15 credits
- ENGL 111 - English Composition (3)
- MATH 110 - College Mathematics (3) or higher
- ARTS 151 - Foundation Drawing I (3)
- ARTG 122 - Design It! (3)
- ARTE 101 - Two-Dimensional Design (3)

Freshman Year, Spring Semester: 15 credits
- ENGL 112 - English Composition (3)
- Essential Learning - Natural Science (3)
- Essential Learning - Social and Behavioral Sciences (3)
- ARTE 102 - Three-Dimensional Design (3)
- ARTG 215 - Graphic Design I (3)

Sophomore Year, Fall Semester: 16 credits
- Essential Learning - History (3)
- Essential Learning - Natural Science with Lab (4)
- ARTG 221 - Graphic Design II (3)
- ARTG 222 - Illustration I (3)
- ARTE 118 - History of Art, Prehistory to Renaissance (3)

Sophomore Year, Spring Semester: 16 credits
- ESSL 290 - Maverick Milestone (3)
- ESSL 200 - Essential Speech (1)
- ARTG 301 - Digital Illustration (3)
- ARTG 320 - Letterforms and Typography (3)
- ARTG 333 - Illustration II (3)
- ARTE 119 - History of Art, Renaissance to Present (3)

Junior Year, Fall Semester: 16 credits
- ARTS 360 - Sketchbook (3)
- ARTG 321 - Advanced Typography (3)
- ARTH 324 - History of Graphic Design (3)
- ARTG 401 - Digital Painting (3)
- KINE 100 - Health and Wellness (1)
- Essential Learning - Fine Arts (3)

Junior Year, Spring Semester: 16 credits
- Essential Learning - Humanities (3)
- General Elective (3)
- KINA Activity (1)
- ARTG 337 - Illustration III (3)
- ARTG 338 - Advertising Design I (3)
- ARTG 405 - Website Design (3)

Senior Year, Fall Semester: 15 credits
- Essential Learning - Social and Behavioral Sciences (3)
- ARTG 406 - UX Design (3)
- ARTG 450 - Identity Design (3)
- General Electives (2 courses) (6)

Senior Year, Spring Semester: 15 credits
- ARTG 493 - Portfolio Development (3)
- General Electives (4 courses) (12)