GRAPHIC DESIGN, EMPHASIS

Graphic designers use images and media to communicate. They work in publishing, merchandising, marketing, animation, print, motion graphics, web design, and many emerging fields. Students apprentice on campus or with a local business. The B.F.A. requires eleven studio courses, seven in the area of emphasis and four electives.

Course Requirements

Code

💎 - General Education Course

Title

► Milestone course: a key success marker for your major. See your advisor to discuss the importance of this course in your plan of study.

The Core Curriculum is designed to foster critical thinking skills and introduce students to basic domains of thinking that transcend disciplines. The Core applies to all majors. Information on specific classes in the Core can be found at https://www.marshall.edu/gened/.

Code	ritie	Hours
Core Curriculu	m	
Core 1: Critical Ti	hinking	
FYS 100	First Yr Sem Critical Thinking	3
MTH 121 💎	Concepts and Applications (CT)	3
Critical Thinking		3
Core 2		
ENG 101 💎	Beginning Composition	3
ENG 201 💎	Advanced Composition	3
CMM 103 💎	Fund Speech-Communication	3
MTH 121 🚗	Concepts and Applications (CT)	3
Core II Phys./Na	tural Science	4
Core II Humanit	ies	3
Core II Social Sc	ience	3
Core II Fine Arts		3
Additional Unive	rsity Requirements	
Writing Intensiv	e	3
Writing Intensiv	e	3
Multicultural/Int	ternational	3
Capstone		3
Major Requirer		
ART 101	Visual Culture and Research	3
ART 214	Foundations: Grid/Chroma	3
ART 215	Foundations: Form/Space	3
ART 217	Foundations: Record/Layer	3
ART 218	Foundations: Surface/Matrix	3
ART 219	Foundations: Frame/Time	3
ART 298	Foundations Review: BFA	1
ART 201 💎	History of Art I (CT)	3
ART 202 💎	History of Art II (CT)	3
ART 389	20th Century Art	3
or ART 464	History of Modern Design	

Art History Elective		
ART 390	Professional Practice	3
ART 489 💎 🎏	Graphic Design Portfolio	2
ART 490	Apprenticeship	1-3
ART 497	Capstone Studio	3
Area of Empha	sis-Specific	
ART 312	Typography	3
ART 314	Graphic Design I	3
ART 317	Illustration	3
or ART 318	Art/Design for Websites	
ART 316	Graphic Design II	3
ART 440	Adv Graphic Design	3
ART 300/400 Level Emphasis Area		
ART 300/400 Le	vel Emphasis Area	3
Art Studio Elective		3
Elective Outside of Major		4
Elective Outside of Major		3
Elective Outside of Major		3
Elective Outside of Major		3
Elective Outside	e of Major	1

Major Information

Credit

· After completing the required six foundation courses:

Code	Title	Credit Hours
ART 101	Visual Culture and Research	3
ART 214	Foundations: Grid/Chroma	3
ART 215	Foundations: Form/Space	3
ART 217	Foundations: Record/Layer	3
ART 218	Foundations: Surface/Matrix	3
ART 219	Foundations: Frame/Time	3

Students pursuing the Bachelor of Fine Arts are required to present a portfolio of work for review by the Art and Design faculty. To do so, B.F.A. students must register for ART 298 Foundations Review: BFA before completing 21 credit hours in the Studio Art courses listed above. Successful completion of ART 298 Foundations Review: BFA is required and is a prerequisite for program advancement. Students who do not receive a passing grade of *C* in the Foundations Review and are within the studio art credit hour range listed above may apply for reconsideration. Students who have transferred within Marshall University will have two semesters to complete the courses listed above and participate in this review.

- Students enrolled in the Bachelor of Fine Arts degree program
 must complete all work in the major with a minimum grade of C.
 A student who receives a D or F in an art course counted toward
 graduation must repeat it and earn at least a C before graduation
 or before using that course as a prerequisite for another required
 course
- Forty (40) credit hours must be earned in courses numbered 300-499.

- No course in the major requirements for graduation may be taken Credit/ Non-Credit unless the course is so specified.
- A successful exhibition of creative work must be presented by all students during the senior year as a requirement for graduation.
 To do so, B.F.A. students must register for ART 497 Capstone Studio

Semester Plan

- General Education Course

➡ - Milestone course: a key success marker for your major. See your advisor to discuss the importance of this course in your plan of study.

First Year

Art Studio Elective

Core II Fine Arts

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First Semester		Credit Hours
ART 101	Visual Culture and Research	3
ART 214	Foundations: Grid/Chroma	3
ART 217	Foundations: Record/Layer	3
ENG 101 💎	Beginning Composition	3
FYS 100	First Yr Sem Critical Thinking	3
UNI 100	Freshman First Class	1
	Credit Hours	16
Second Semeste	er	
ART 215	Foundations: Form/Space	3
ART 218	Foundations: Surface/Matrix	3
ART 219	Foundations: Frame/Time	3
CMM 103 💎	Fund Speech-Communication	3
MTH 121 💎	Concepts and Applications (CT)	3
	Credit Hours	15
Second Year		
First Semester		

First Semester		
ART 201 💎	History of Art I (CT)	3
ART 312	Typography	3
ENG 201 💎	Advanced Composition	3
Art Studio Electiv	ve .	3
Elective Outside	of Major	3
ART 298 🛎	Foundations Review: BFA	1
	Credit Hours	16
Second Semest	er	
ART 202 💎	History of Art II (CT)	3
ART 314	Graphic Design I	3
Art Studio Electiv	/e	3
Core II Humaniti	es (WI)	3
Elective Outside	of Major	3
	Credit Hours	15
Third Year		
First Semester		
ART 317	Illustration	3
or ART 318	or Art/Design for Websites	
ART 316	Graphic Design II	3

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3

Elective Outside of Major		3
	Credit Hours	15
Second Semest	ter	
ART 440	Adv Graphic Design	3
ART 300/400 Level Emphasis Area		3
ART 389 or ART 464	20th Century Art or History of Modern Design	3
ART 390	Professional Practice	3
Core II Physical/	Natural Science	4
	Credit Hours	16
Fourth Year		
First Semester		
ART 489 💎 🎏	Graphic Design Portfolio	2
ART 490	Apprenticeship	1-3
ART Studio Elect	tive	3
Art History Elective		3
Writing Intensiv	e	3
	Credit Hours	12-14
Second Semest	ter	
ART 497	Capstone Studio	3
Core I Critical Thinking		3
Core II Social Science (M/I)		3
Elective Outside of Major		3
ART 300/400 Level Emphasis Area		3
	Credit Hours	15
	Total Credit Hours	120-122