This is a limited enrollment program requiring departmental admissions approval. Admission to Fine Arts and Communications, Design BFA in Graphic Design (488034) MAP Sheet

For students entering the degree program during the 2020-2021 curricular year.

Minimum hours needed to graduate 120.0

**University Core and Graduation Requirements**

### University Core Requirements:

<table>
<thead>
<tr>
<th>Requirement</th>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Religion Cornerstones</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
<td>2.0</td>
<td>REL A 275</td>
</tr>
<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
<td>1</td>
<td>2.0</td>
<td>REL A 250</td>
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<tr>
<td>Foundations of the Restoration</td>
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<td>2.0</td>
<td>REL C 225</td>
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<tr>
<td>The Eternal Family</td>
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<td>2.0</td>
<td>REL C 200</td>
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<tr>
<td>The Individual and Society</td>
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<td></td>
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<tr>
<td>American Heritage</td>
<td>1-2</td>
<td>3-6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Global and Cultural Awareness</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
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<tr>
<td>Skills</td>
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<tr>
<td>First Year Writing</td>
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<tr>
<td>Advanced Written and Oral Communications</td>
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<td>3.0</td>
<td>WRTG 311 or 312 recom</td>
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<tr>
<td>Quantitative Reasoning</td>
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<td>0-4.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
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<td>3-20.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Arts, Letters, and Sciences</td>
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<tr>
<td>Civilization 1</td>
<td>1</td>
<td>3.0</td>
<td>ARTHC 201*</td>
</tr>
<tr>
<td>Civilization 2</td>
<td>1</td>
<td>3.0</td>
<td>ARTHC 202*</td>
</tr>
<tr>
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<td>ARTHC 202*</td>
</tr>
<tr>
<td>Letters</td>
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<td>Biological Science</td>
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<tr>
<td>Physical Science</td>
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<tr>
<td>Social Science</td>
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<td>Core Enrichment: Electives</td>
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<td>Religion Electives</td>
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<tr>
<td>Open Electives</td>
<td>Variable</td>
<td>Variable</td>
<td>personal choice</td>
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</table>

* These courses fill both University Core and program requirements. For University Core/program questions, contact the Advisement Center. For career questions, see the faculty advisor.

**Graduation Requirements:**

- Minimum residence hours required 30.0
- Minimum hours needed to graduate 120.0

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**Suggested Sequence of Courses**

### FRESHMAN YEAR

#### 1st Semester
- First-year Writing or A HTG 100 3.0
- Religion Cornerstone course 2.0
- DESGD 145 3.0
- ARTHC 201* 3.0
- General Education courses, university requirements, and/or general electives 4.0

**Total Hours** 15.0

#### 2nd Semester
- A HTG 190 or First-year Writing 3.0
- Religion Cornerstone course 2.0
- ARTHC 202* 3.0
- General Education courses, university requirements, and/or general electives 7.0

**Total Hours** 15.0

After successful completion of DESGD 145, submit an online portfolio of work to obtain pre-BFA status. See Admission section for application deadlines.

### SOPHOMORE YEAR

#### 2nd Semester
- DES 111R 3.0
- DESGD 243 3.0
- DESGD 245 3.0
- DESGD 380 3.0
- General Education courses, university requirements, and/or general electives 5.5

**Total Hours** 15.0

#### 4th Semester
- DESGD 280 3.0
- DES 217 1.5
- BUSM 170 or 241 or COMM 230 or STDEV 317 3.0
- General Education courses, university requirements, and/or general electives 8.5

**Total Hours** 16.0

With works completed in DESGD 243, 245 and 280, apply to the Graphic Design BFA program via portfolio review. Contact department for application deadlines.

### JUNIOR YEAR

#### 5th Semester
- DES 111R 0.5
- DESGD 340 3.0
- DESGD 343 3.0
- DESGD 380 3.0

* Requirement 4 Course* 3.0
- General Education courses, university requirements, and/or general electives 2.5

**Total Hours** 15.0

#### 6th Semester
- DES 390 3.0
- DESGD 360 3.0
- DESGD 341 3.0

* Requirement 4 Course* 3.0
- General Education courses, university requirements, and/or general electives 3.0

**Total Hours** 15.0

Spring/Summer
- DES 496R: Internship 1.0

**Total Hours** 1.0

* DESGD 394R Special Topics: Data Visualization offered every other Fall.
* DESGD 394R Special Topics: Analog Motion offered every other Fall.

### SENIOR YEAR

#### 7th Semester
- DES 440 3.0
- DESGD 441R 3.0
- DESGD 490 3.0

* Requirement 4 Course* 3.0
- General Education courses, university requirements, and/or general electives 3.0

**Total Hours** 15.0

#### 8th Semester
- DES 488 2.0

* Requirement 4 Course* 4.0
- General Education courses, university requirements, and/or general electives 5.0

**Total Hours** 15.0

* DESGD 460 and DESGD 480 are only offered Winter.

**Note:** This degree program requires a minimum of 120 hours for graduation. Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer term. Taking fewer credits substantially increases the cost and the number of semesters to graduate.
### REQUIREMENT 1
Complete 1 course

**PREREQUISITE COURSE:**
- DESGD 145 - Design 1

### REQUIREMENT 2
Apply for pre-BFA status via portfolio review.

**REQUIREMENT 2:** Complete 3 courses

**FOUNDATIONAL COURSES:**
- DESGD 243 - Typography 1
- DESGD 245 - Design 2
- DESGD 280 - Media Design 1

### REQUIREMENT 3
Apply to the Graphic Design BFA program via portfolio review.

**REQUIREMENT 3:** Complete 9 courses

**AFTER ADMISSION TO THE MAJOR, COMPLETE THE FOLLOWING:**

#### FOUNDATIONAL COURSES:
- DESGD 217 - Design Thinking
- DESGD 340 - Branding 1
- DESGD 341 - 3-Dimensional Design
- DESGD 343 - Typography 2
- DESGD 360 - Interaction Design 1
- DESGD 380 - Motion 1
- DESGD 440 - Branding 2
- DESGD 441R - Design Lab
- DESGD 442 - Portfolio

**REQUIREMENT 4:** Complete 13.0 hours from the following course(s)
- ANTHR 441 - Ethnographic Research Design and Methods
- ART 130 - Bookbinding
- DES 394R - Special Topics - Bookbinding
- DESGD 248R - Letterpress Studio
- DESGD 394R - Special Topics
- DESGD 460 - Interaction Design 2
- DESGD 480 - Motion 2

### HISTORY & CRITICAL STUDIES COURSES:

**REQUIREMENT 5:** Complete 2 courses

**COMPLETE THIS COURSE TWICE:**
- DES 111R - Design Lecture Series
  - You may take this course up to 2 times.

**REQUIREMENT 6:** Complete 4 courses
- "ARTH 201 - World Civilization to 1500" 3.0
- "ARTH 202 - World Civilization Since 1500" 3.0
- DES 390 - Design Theory and Visual Culture 3.0
- DESGD 349 - History of Graphic Design 3.0

**REQUIREMENT 7:** Complete 2 courses
- DESGD 490 - BFA Capstone Project: Research 3.0
- DESGD 497 - BFA Capstone Project: Implementation 1.0

### CAREER & BUSINESS COURSES:

**REQUIREMENT 8:** Complete 1 course
- DESGD 488 - Studio Practices for Designers 2.0

**REQUIREMENT 9:** Complete 1 hour from the following course(s)
- DES 496R - Academic Internship: Professional Internship 6.0v

**REQUIREMENT 10:** Complete 1 course
- COMMS 230 - Introduction to Advertising 3.0
- ENT 101 - Introduction to Entrepreneurship 3.0
- MKTG 201 - Marketing Management 3.0
- STDEV 317 - Career Strategies for Employment and Internships 2.0

### THE DISCIPLINE:

**THE DISCIPLINE:**

The Graphic Design program at BYU simulates a professional studio experience with students working to solve complex visual problems. As members of small cohort groups, students complete a variety of individual and collaborative projects under close faculty direction. The program has a history of producing award-winning student work and enjoys an established international reputation. A successful internship program in major design centers provides a bridge to professional practice and excellent job placement.

### CAREER OPPORTUNITIES:

Graphic Designers work in a wide array of design-related disciplines including branding, product design, publishing, interaction design, web design, mobile app development, experience design, service design, motion graphics, and data visualization. Designers often work in traditional design studios, interactive agencies, advertising agencies, and corporate design positions. They also work as design entrepreneurs, freelancers or in management positions.

### ADMISSIONS:

**Prospective BYU Students:** Prospective students wishing to be admitted into the graphic design program should apply to BYU through the regular admissions process at: [https://www.byu.edu/admissions](https://www.byu.edu/admissions). Admissions deadlines are available at [https://admissions.byu.edu/application-deadlines](https://admissions.byu.edu/application-deadlines). Admission to BYU does not guarantee admission into Department of Design degree programs. Prospective students are strongly encouraged to apply for department talent scholarships by the department deadline December 1st.

**Department Admissions:** Graphic Design is a limited enrollment program which requires students to apply for acceptance through a department admissions process. Admitted BYU students should declare their intent to major in graphic design, before enrolling in DESGD 145, the prerequisite course. Upon the successful completion of DESGD 145, students should submit an online portfolio of work for review. Reviews are held at the end of Fall and Winter semester and Spring term. Apply online at: [https://designdept.slideroom.com](https://designdept.slideroom.com). Successful applicants will be granted pre-BFA status in order to complete foundational courses before applying for admissions to the Graphic Design BFA major.

**Major Admissions:** Upon completion of all pre-major courses, students apply for admission to the BFA major through a portfolio review held in June each year. Contact the department office in E509 HFAC or [https://designdept.byu.edu](https://designdept.byu.edu) for more information.

**Transfer Students:** Transfer students applying for admittance to the Department of Design are asked to submit an application and a portfolio on [https://designdept.slideroom.com](https://designdept.slideroom.com). Transfer applications for the Department of Design are reviewed year round by the graphic design program. At the discretion of the area faculty, students are accepted into the department and placed at the appropriate level of study. Transfer applications are contingent upon acceptance into BYU, which is a separate
Refer to BYU deadlines at https://enrollment.byu.edu/admissions/deadlines.

**Note:** Students may apply to the Graphic Design pre-major and major programs twice.

**TALENT AWARDS AND DEPARTMENT SCHOLARSHIPS:**

All students are encouraged to apply for department talent awards and other scholarships by the December 1st deadline. Online applications will open on November 1st. Apply at https://designdept.slideroom.com.

**INTERNSHIPS:**

Students are highly encouraged to complete their internship after their Junior year in the program. Students should meet with faculty advisors for advisement about location and type of internship that will best prepare them for success in the industry.

**EQUIPMENT REQUIREMENTS:**

Incoming BYU design students are asked to purchase a computer for their own convenience and to maximize their academic experience. Pre-major courses can be completed with the use of university labs, however most students prefer having their own computer. Certain advanced graphic design workflows will require specialized software and hardware that is provided in department labs and classrooms.

The Department recommends the following configurations for graphic design students: Apple MacBook Pro (or equivalent Windows PC) with sufficient capacity to support Adobe Creative Cloud (including Adobe Illustrator, InDesign, Photoshop, Premiere, After Effects, Experience Design). Adobe student subscriptions should also include access to Adobe Fonts (formerly known as Typekit). Minimum recommended specifications include 16 gb RAM, and a 500 gb hard drive. The BYU Store carries a full line of discounted computers, accessories and software subscriptions. Students manage their own data storage and may use the free university storage system named BOX (http://box.byu.edu).

In addition to BOX, students are encouraged to have a second automatic cloud backup for all files through Backblaze, iDrive, Dropbox, Google Drive or a similar service.

**DESIGN EDUCATION LICENSURE:**

Licensure as a K-12 art and design educator is available in conjunction with all Design majors through the Art Education licensure program in the Department of Art. The licensure program prepares students with a design background for teaching opportunities through a series of courses, including student teaching. To add licensure to a Design major, enroll and successfully pass ARTED 276 Introduction to K-12 Art and Design Education: Studio Methods, Media, and Explorations of Teaching. For more information go to https://art.byu.edu/how-to-apply/art-education/

Contact the Art Education Coordinator to discuss interest in the licensure option: Daniel Barney at daniel_barney@byu.edu or 801-422-1581.

**DEGREE PROGRAM ADVISEMENT:**

Students should contact the college advisement center located in D-444 of the Harris Fine Arts Center, or call 801-422-3777 for information concerning undergraduate programs in the Department of Design. Program coordinators are also appointed to counsel students about program objectives, course content and sequence, career goals, and other matters pertaining to the Graphic Design major.

The advisor for this major is:

Professor Linda Reynolds
C-502E HFAC
Brigham Young University
Provo, UT 84602
For appointments with Professor Reynolds or other graphic design faculty, please email: byuresourceroom@gmail.com

**MAP DISCLAIMER**

While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

**DEPARTMENT INFORMATION**

Department of Design
E-509 HFAC
Brigham Young University
Provo, UT 84602-6414
Telephone: 801-422-1581
Email: designdept@byu.edu
Website: designdept.byu.edu

**ADVISEMENT CENTER INFORMATION**

College of Fine Arts & Communications Advisement Center
D-444 Harris Fine Arts Center
Brigham Young University
Provo, UT 84602
Telephone: 801-422-3777
Email: cfacadvice@byu.edu
Website: cfacadvice.byu.edu