### University Core and Graduation Requirements

#### University Core Requirements:

<table>
<thead>
<tr>
<th>Requirements</th>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Religion Cornerstones</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
<td>2.0</td>
<td>REL 275</td>
</tr>
<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
<td>1</td>
<td>2.0</td>
<td>REL 250</td>
</tr>
<tr>
<td>Foundations of the Restoration</td>
<td>1</td>
<td>2.0</td>
<td>REL 225</td>
</tr>
<tr>
<td>The Eternal Family</td>
<td>1</td>
<td>2.0</td>
<td>REL 200</td>
</tr>
<tr>
<td><strong>The Individual and Society</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<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>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>First Year Writing</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Advanced Written and Oral Communications</td>
<td>1</td>
<td>3.0</td>
<td>WRTG 311 or 312 recom</td>
</tr>
<tr>
<td>Quantitative Reasoning</td>
<td>0-1</td>
<td>0-4.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
<td>1</td>
<td>3-20.0</td>
<td>from approved list</td>
</tr>
</tbody>
</table>

#### Core Enrichment: Electives

| Civilization 1                     | 1        | 3.0   | ARTHC 201* |
| Civilization 2                     | 1        | 3.0   | ARTHC 202* |
| Arts                                | 1        | 3.0   | ARTHC 202* |
| Letters                            | 1        | 3.0   | from approved list |
| Biological Science                 | 1        | 3.0   | from approved list |
| Physical Science                   | 1        | 3.0   | from approved list |
| Social Science                     | 1        | 3.0   | from approved list |

Note: 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**

### SOPHOMORE YEAR

**3rd Semester**
- Requirement 4 Course*: 4.0
- DESGD 243: 3.0
- DESGD 245: 3.0
- DESGD 280: 3.0
- General Education courses, university requirements, and/or general electives: 5.5

**Total Hours: 15.0**

**4th Semester**
- Requirement 4 Course*: 4.0
- DESGD 243: 3.0
- DESGD 245: 3.0
- BUSM 217 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**

### JUNIOR YEAR

**5th Semester**
- Requirement 4 Course*: 4.0
- DESGD 340: 3.0
- DESGD 343: 3.0
- DESGD 380: 3.0

**Total Hours: 15.0**

**6th Semester**
- Requirement 4 Course*: 4.0
- DESGD 340: 3.0
- DESGD 343: 3.0
- DESGD 380: 3.0

**Total Hours: 15.0**

**7th Semester**
- Requirement 4 Course*: 4.0
- DESGD 340: 3.0
- DESGD 343: 3.0
- DESGD 380: 3.0

**Total Hours: 15.0**

**8th Semester**
- Requirement 4 Course*: 4.0
- DESGD 340: 3.0
- DESGD 343: 3.0
- DESGD 380: 3.0

**Total Hours: 15.0**

### SENIOR YEAR

**5th Semester**
- Requirement 4 Course*: 4.0
- DESGD 440: 3.0
- DESGD 441R: 3.0
- DESGD 490: 3.0

**Total Hours: 15.0**

**6th Semester**
- Requirement 4 Course*: 4.0
- DESGD 440: 3.0
- DESGD 441R: 3.0
- DESGD 490: 3.0

**Total Hours: 15.0**

**7th Semester**
- Requirement 4 Course*: 4.0
- DESGD 440: 3.0
- DESGD 441R: 3.0
- DESGD 490: 3.0

**Total Hours: 15.0**

**8th Semester**
- Requirement 4 Course*: 4.0
- DESGD 440: 3.0
- DESGD 441R: 3.0
- DESGD 490: 3.0

**Total Hours: 15.0**

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.
BFA in Graphic Design (488034)
2020-2021 Program Requirements (72.5 - 73.5 Credit Hours)

The Graphic Design BFA program is a limited enrollment program requiring department admissions approval. Interested students should declare their pre-major intent, complete DESGD 145 and submit an online portfolio of their work. Pre-major application deadlines are at the end of Fall, Winter, and Spring term.

Students accepted into the pre-major program complete the foundational courses and then may apply for the BFA professional program through a portfolio review in June.

**REQUIREMENT 1**
Complete 1 course
**PREREQUISITE COURSE:**
DESGD 145 - Design I 3.0

**Apply for pre-BFA status via portfolio review.**

**REQUIREMENT 2**
Complete 3 courses
**FOUNDATIONAL COURSES:**
DESGD 243 - Typography I 3.0
DESGD 245 - Design II 3.0
DESGD 280 - Media Design I 3.0

**Apply to the Graphic Design BFA program via portfolio review.**

**REQUIREMENT 3**
Complete 9 courses
**AFTER ADMISSION TO THE MAJOR, COMPLETE THE FOLLOWING:**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>DES 111R</td>
<td>Design Lecture Series</td>
<td>0.5</td>
</tr>
<tr>
<td>DES 130</td>
<td>Illustration 1</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 230</td>
<td>Illustration 2</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 341</td>
<td>3-Dimensional Design</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 349</td>
<td>History of Graphic Design</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 360</td>
<td>Motion I</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 361</td>
<td>Motion II</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 460</td>
<td>Motion I</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 479</td>
<td>BFA Capstone Project: Research</td>
<td>3.0</td>
</tr>
<tr>
<td>DESGD 490</td>
<td>BFA Capstone Project: Implementation</td>
<td>1.0</td>
</tr>
<tr>
<td>DESGD 497</td>
<td>BFA Capstone Project: Implementation</td>
<td>1.0</td>
</tr>
<tr>
<td>ART 130</td>
<td>Bookbinding</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 248R</td>
<td>Letterpress Studio</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 394R</td>
<td>Special Topics</td>
<td>3.0v</td>
</tr>
<tr>
<td>DESGD 460</td>
<td>Interaction Design II</td>
<td>3.0</td>
</tr>
<tr>
<td>DESGD 480</td>
<td>Motion II</td>
<td>3.0</td>
</tr>
<tr>
<td>DESIL 130</td>
<td>Illustration 1</td>
<td>3.0</td>
</tr>
<tr>
<td>DESIL 230</td>
<td>Illustration 2</td>
<td>3.0</td>
</tr>
</tbody>
</table>

**History & Critical Studies Courses:**

**REQUIREMENT 4**
Complete 2 courses
**COMPLETE THIS COURSE TWICE:**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESIL 111R</td>
<td>Design Lecture Series</td>
<td>0.5</td>
</tr>
<tr>
<td>DESE 111R</td>
<td>Design Lecture Series</td>
<td>0.5</td>
</tr>
</tbody>
</table>

You may take this course up to 2 times.

**REQUIREMENT 5**
Complete 4 courses

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTHC 201</td>
<td>World Civilization to 1500</td>
<td>3.0</td>
</tr>
<tr>
<td>ARTHC 202</td>
<td>World Civilization Since 1500</td>
<td>3.0</td>
</tr>
<tr>
<td>DES 390</td>
<td>Design Theory and Visual Culture</td>
<td>3.0</td>
</tr>
<tr>
<td>DESGD 349</td>
<td>History of Graphic Design</td>
<td>3.0</td>
</tr>
</tbody>
</table>

**REQUIREMENT 6**
Complete 2 courses

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESGD 490</td>
<td>BFA Capstone Project: Research</td>
<td>3.0</td>
</tr>
<tr>
<td>DESGD 497</td>
<td>BFA Capstone Project: Implementation</td>
<td>1.0</td>
</tr>
</tbody>
</table>

**Career & Business Courses:**

**REQUIREMENT 7**
Complete 1 course

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESGD 488</td>
<td>Studio Practices for Designers</td>
<td>2.0</td>
</tr>
</tbody>
</table>

**REQUIREMENT 8**
Complete 1 hour from the following course(s)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>DES 469R</td>
<td>Academic Internship: Professional Internship</td>
<td>6.0v</td>
</tr>
<tr>
<td>COMMS 230</td>
<td>Introduction to Advertising</td>
<td>3.0</td>
</tr>
<tr>
<td>ENT 101</td>
<td>Introduction to Entrepreneurship</td>
<td>3.0</td>
</tr>
<tr>
<td>MKTG 201</td>
<td>Marketing Management</td>
<td>3.0</td>
</tr>
<tr>
<td>STDEV 317</td>
<td>Career Strategies for Employment and Internships</td>
<td>2.0</td>
</tr>
</tbody>
</table>

**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 design 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. Admissions deadlines are available at: 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. 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 E209 HFAC or 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. 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

**DEPARTMENT INFORMATION**

Department of Design  
E-509 HFAC  
Brigham Young University  
Provo, UT 84602-6414  
Telephone: 801-422-3777  
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: cfacadvise@byu.edu  
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**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.

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**BFA in Graphic Design (488034)**

**2020-2021**

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