

ACADEMIC MAP

Graphic Design, Bachelor of Arts



First Year

Fall		Hours
ARTS 1303	Art History Survey I	3
ARTS 1311	Design I	3
GRDS 1301	Foundations of Graphic Design	3
UNIV 1101	University Seminar I	1
ENGL 1301	Writing and Rhetoric I	3
University Core Curriculum		3

Hours 16

Spring

ARTS 1304	Art History Survey II	3
ARTS 1316	Drawing I	3
GRDS 1302	Typography I	3
UNIV 1102	University Seminar II	1
ENGL 1302	Writing and Rhetoric II	3
or COMM 1311	or Foundation of Communication	
MATH 1332	Contemporary Mathematics	3
or PHIL 2303	or Introduction to Logic and Critical Thinking	

Hours 16

Second Year

Fall		Hours
GRDS 2301	Historical Perspectives of Graphic Design	3
GRDS 2303	Concept & Making	3
Foreign Language Requirements		3
University Core Curriculum		3
University Core Curriculum		3

Hours 15

Spring

ARTS 2356	Photography I	3
or ARTS 2333	or Printmaking I	
GRDS 2302	Design Studio I	3
GRDS 2304	Typography II	3
Foreign Language Requirements		3
University Core Curriculum		3
University Core Curriculum		3

Hours 18

Third Year

Fall		Hours
GRDS 3304	Publication Design	3
GRDS 3306	User Interface/User Experience	3
University Core Curriculum		3
University Core Curriculum		3
GRDS or UD Elective (GRDS 4399 Internship Recommended)		3

Hours 15

Spring

GRDS 3310	Client Solutions	3
GRDS 4304	Emerging Technologies	3
University Core Curriculum		3
University Core Curriculum		3
GRDS or UD Elective (GRDS 4399 Internship Recommended)		3

Hours 15

Fourth Year

Fall		Hours
GRDS 4309	Design in Advertising	3
GRDS 3303	Design Experience & Awareness	3
Upper Division Electives		3
Upper Division Electives		3
Upper Division Electives		3

Hours 15

Spring

GRDS 3305	Packaging Design	3
GRDS 4310	Portfolio and Professional Practices	3
Upper Division Electives		3
Upper Division Electives		3

Hours 12

Total Hours 122



CAREER MAP

GRAPHIC DESIGN

Bachelor of Arts



Graphic Design is a creative and inspiring process that combines art and technology to communicate ideas and information visually from client to audience. Rooted in traditional art and design foundations, the focus of the Graphic Design curriculum is to educate and inform students of the impact design can make through the exploration of diverse problem-solving methodologies, innovative investigations, and innovative research in all forms of visual communication. Graphic Design majors will address issues stressing social and cultural awareness through their studio work, integration of new technology, and sustainable professional practices while being prepared to enter into the evolving creative industry.

CONTACT INFORMATION

Career Counselor:

Career and Professional Development Center
UC 304 | 361.825.2628
career.center@tamucc.edu

Internship Coordinator:

Nancy Miller
BH 224B | 361.825.2865
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Department Contact:

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CAREER OPTIONS

- Graphic Designer
- Art Director
- Web Designer
- Brand Designer
- UX/UI Designer
- Packaging Designer
- Motion Graphic Designer
- Illustrator
- Freelance Designer

SKILLS/ATTRIBUTES

- A comprehensive level of professional development in the visual arts in preparation for specific careers
- Proficiency in studio processes and the understanding of conceptual theories and histories as evidenced in their graduating senior exhibitions
- A working knowledge of visual problem solving and critical thinking
- Teamwork/Collaboration
- Digital Technology

ADDITIONAL PROGRAM REQUIREMENTS

American Alliance of Museums - aam-us.org, Museums Association - museumsassociation.org, American Society of Media Photographers, College Art Association, American Institute of Graphic Arts

STUDENT ORGANIZATIONS

- Student Art Association