# **ACADEMIC MAP GRAPHIC DESIGN**



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EAR 1

Bachelor of Arts

#### START HERE ······

SEMESTER 1 - FALL	CREDITS	COMPLETED
ARTS 1303 ART HISTORY SURVEY I	3	$\checkmark$
ARTS 1311 DESIGN I	3	
GRDS 1301 FOUNDATIONS OF GRAPHIC DESIGN	3	
UNIVERSITY CORE CURRICULUM	3	
UNIVERSITY CORE CURRICULUM	3	
UNIV 1101 UNIVERSITY SEMINAR I	3	

## **TOTAL CREDITS: 16**

SEMESTER 2 - SPRING	CREDITS	COMPLETED
ARTS 1304 ART HISTORY SURVEY II	3	
ARTS 1316 DRAWING I	3	
GRDS 1302 TYPOGRAPHY I	3	
UNIVERSITY CORE CURRICULUM	3	
UNIVERSITY CORE CURRICULUM	3	
UNIV 1102 UNIVERSITY SEMINAR II	1	

#### **TOTAL CREDITS: 16**

3	
SEMESTER 3 - FALL	CREDITS COMPLETE
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

#### **TOTAL CREDITS: 15**

5		
SEMESTER 5 - FALL	CREDITS	COMPLETED
GRDS 3301 TYPOGRAPHY II	3	
GRDS 3303 DESIGN EXPERIENCE & AWARENESS	3	
GRDS 3304 PUBLICATION DESIGN	3	
UNIVERSITY CORE CURRICULUM	3	
UNIVERSITY CORE CURRICULUM	3	

### **TOTAL CREDITS: 15**

7		
SEMESTER 7 - FALL	CREDITS	COMPLETED
GRDS 4304 EMERGING TECHNOLOGIES	3	
UPPER DIVISION ELECTIVE (GRDS 4399 INTERNSHIP RECOMMENDED)	3	
UPPER DIVISION ELECTIVE	3	
UPPER DIVISION ELECTIVE	3	
UPPER DIVISION ELECTIVE	3	

#### **TOTAL CREDITS: 15**

SEMESTER 4 - SPRING	CREDITS COMPLET	ED
ARTS 2356 OR ARTS 2333 PHOTOGRAPHY I OR PRINTMAKING I	3	YE
GRDS 2302 DESIGN STUDIO I	3	N N
FOREIGN LANGUAGE REQUIREMENTS	3	N N
UNIVERSITY CORE CURRICULUM	3	
UNIVERSITY CORE CURRICULUM	3	

#### **TOTAL CREDITS: 15**

6		
SEMESTER 6 - SPRING	CREDITS COMPLETE	D
GRDS 3305 PACKAGING DESIGN	3	<b>│</b>
GRDS 3306 USER INTERFACE/USER EXPERIENCE	3	Ē
GRDS 3310 CLIENT SOLUTIONS	3	<b>R</b>
UNIVERSITY CORE CURRICULUM	3	
UNIVERSITY CORE CURRICULUM	3	

#### TOTAL CREDITS: 15

8			_
SEMESTER 8 - SPRING	CREDITS	COMPLETED	
GRDS 4309 DESIGN IN ADVERTISING	3		
GRDS 4310 PORTFOLIO AND PROFESSIONAL PRACTICES	3		YEAI
UPPER DIVISION ELECTIVE	3		4
UPPER DIVISION ELECTIVE	3		
UPPER DIVISION ELECTIVE	3		

#### **TOTAL CREDITS: 15**

## **CAREER MAP GRAPHIC DESIGN** Bachelor of Arts



The Bachelor of Arts degree with major study in art is a general program in art. The degree requires a minimum of 51 semester hours of art coursework. Course selections include two- and three-dimensional art, art history, design, and art electives. The purposes of the art curriculum are:

1. To provide a general program that allows students access to a variety of art media, studio techniques, and instruction

2. To provide students with opportunities to study past and present forms of art and to understand the function of art in society

3. To provide courses that will help expand the knowledge and interest of non-majors in the area of art 4. To contribute to the cultural life of the University and the community by presenting quality art exhibitions in the Weil Gallery. Students in the BFA have the option through electives to develop an emphasis beyond the general degree program in Printmaking, Painting, Sculpture, Ceramics, Photography, Drawing, or Art History

## **CONTACT INFORMATION**

#### Career Counselor:

Career and Professional Development Center UC 304 361.825.2628 | career.center@tamucc.edu Internship Coordinator: Joe Pena CA 209A 361.825.2386 | joe.pena@tamucc.edu Department Contact: Ivanete Blanco CA 105 361.825.2317 | ivanete.blanco@tamucc.edu

### **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

## CAREER OPTIONS

Museums and Galleries

• Fine Arts and Crafts

• Commerical Art (graphic design, annimations, design etc.)

• Education

• Art Therapy

Media

Photography

## 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

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