

ACADEMIC MAP

Graphic Design, Bachelor of Arts



FINISH IN



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 or COMM 1311 or Foundation of Communication	3
MATH 1332 Contemporary Mathematics or PHIL 2303 or Introduction to Logic and Critical Thinking	3

Hours 16

Second Year

Fall

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 or ARTS 2333 or Printmaking I	3
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

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

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



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
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Internship Coordinator:

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Department Contact:

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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
- Commercial Art (graphic design, animations, 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