University of the Incarnate Word®
Bachelor of Fine Arts in Graphic Design
School of Media and Design

PROGRAM OVERVIEW

The Bachelor of Fine Arts (B.F.A.) in Graphic Design at the School of Media and Design prepares students to become responsible and ethical citizens, lifelong learners and highly skilled visual communicators. Students graduate with an understanding of how to apply design principles and methods, develop complex design strategies, listen to users and find a perfect balance between research, their own intuition and creative thinking.

Throughout the four-year program, students learn that Graphic Design requires a complex process to transform a basic idea into an effective design solution. In our highly equipped labs and studios, students are trained on digital and analog design skills, design research, prototyping, how to communicate and present ideas, how to be independent individuals as well as great collaborators.

Our diverse curriculum prepares students to graduate with a design portfolio that will allow them to gain and keep employment in an industry that evolves and changes constantly.

QUICK FACTS

- The Graphic Design program is affiliated with AIGA and has its own student chapter.
- Career opportunities include print design (i.e., corporate branding, art director, creative director, information designer, advertising production and packaging) and interactive design (i.e., front-end developer, user interface designer, webmaster, motion designer and usability designer).
- Students engage with the design community by attending design conferences, lectures and social gatherings as well as collaborating with professionals from other creative disciplines.

ADMISSION REQUIREMENTS

The requirements for admission to the BFA in Graphic Design program are the same as the requirements for admission to the University of the Incarnate Word.

During the first year, the faculty guide students through a series of courses that give them a solid design foundation. At the end of the first year, students must submit a design portfolio for review. Passing this review is required for admittance to the Graphic Design major and before concentration classes may be attempted. Students that pass the Portfolio Review are accepted into the Graphic Design program and required to purchase (or show proof of ownership of) a qualified laptop and the required software. This allows our students to take responsibility for their own work habits and conditions, allowing them the flexibility to work in class, on campus and at home.

CONTACT

UIW Admissions
(210) 829-6005
admission@uiwtx.edu

YOUR JOURNEY OUR MISSION

LEARN MORE / bit.ly/uiw-bfa-graphicdesign

B.F.A. in Graphic Design

B.F.A. in Graphic Design

FRESHMAN YEAR

Fall
GDSN 1100: Orientation to Graphic Design (1 hour)
GDSN 1301: Graphic Design Software (3 hours)
GDSN 1380: Foundations of Design (3 hours)
ARTS 1301: Drawing I (3 hours)
ENGL 1301: Composition I (3 hours)
FYES 1211: First Year Experience Seminar (2 hours)

Total Hours: 15

Spring
GDSN 1310: Image Lab (3 hours)
GDSN 1390: Typography I (3 hours)
ENGL 1312: Composition II (3 hours)
PHIL 1381: Intro to Philosophy (3 hours)
MATH (3 hours)
PEHP Activity Course (1 hour)

Total Hours: 16

SOPHOMORE YEAR

Fall
GDSN 2305: Visual Language (3 hours)
GDSN 2390: Typography II (3 hours)
Art/ Design Elective (3 hours)
ARTH 2361: Art History: Ancient to Medieval (3 hours)
ENGL 2310: World Literature (3 hours)

Total Hours: 15

Spring
GDSN 2300: IA I: Basic Design and Languages (3 hours)
GDSN 2310: GD I: Intro to Visual Comm. (3 hours)
GDSN 2301: Motion and Storytelling (3 hours)
ARTH 2362: Art History: Renn to Modern (3 hours)
Science with Lab (4 hours)

Total Hours: 16

JUNIOR YEAR

Fall
GDSN 3300: IA II: User Interface Design (3 hours)
GDSN 3310: GD II: Visual Systems (3 hours)
GDSN 4330: History of Comm. Design (3 hours)
Modern Language I (3 hours)
Social Science Elective (3 hours)

Total Hours: 15

Spring
GDSN 4300: IA III: Dynamic Web Systems (3 hours)
GDSN 4310: GD III: Information Design (3 hours)
GDSN 4325: Business of Design (3 hours)
Modern Language II (3 hours)
ARTH 3360: Survey of Contemporary Art (3 hours)

Total Hours: 15

SENIOR YEAR

Fall
GDSN 4301: Graphic Design Capstone (3 hours)
GDSN 4240: Adv. Projects: Graphic Design (2 hours)
GDSN 4250: Adv. Projects: Interactive Design (2 hours)
Adv. Art or Design Elective (3 Hours)
PHIL 3375: Aesthetics: Philosophy of Art and Beauty (3 hours)
History Core (3 hours)

Total Hours: 16

Spring
GDSN 4320: Senior BFA Promotion (3 hours)
GDSN 4303: Senior Portfolio (3 hours)
Adv. Art or Design Elective (3 hours)
RELS course (3 hours)

Total Hours: 12

Art and Design Electives: ARTS 1357, ARTS 1358, ARTS 2351, ARTS 3300, ARTS 3352, BMKT 3331, BMKT 3333, COMM 1301, COMM 2320, COMM 3320, COMM 3381, COMM 3382, GDSN 4302, GDSN 4380H, GDSN 4390, INTD 1364

120 hours needed to complete the B.F.A in Graphic Design

LEARN MORE / bit.ly/uiw-bfa-graphicdesign