



DEPARTMENT OF
**ART, GRAPHIC DESIGN,
 AND ART HISTORY**
 College of Arts and Sciences

Make a lasting impression with a degree in Graphic Design

LEARN DESIGN PRINCIPLES and modern applications.
 Affect change in the world through **VISUAL COMMUNICATION**.
BE ON THE CUTTING EDGE of new design and media content.



	FIRST YEAR	SECOND YEAR	THIRD YEAR	FOURTH YEAR+
Your Courses	Drawing I , VT Image, VT Space, AH Survey I, AH Survey II	Graphic Design I , Typography I	Typography II, Graphic Design II, Motion Design I, Interaction Design I, Graphic Design Internship	Graphic Design Studio, Interaction Design Studio, Motion Design Studio, Portfolio Capstone , Graphic Design Internship
Your Experience	Engage in Departmental and University events including visiting artist/designer workshops and presentations. Edmon Low Library, VRC, and OSUMA.	Learn semiotics and visual meaning. Learn design history towards building your knowledge base and inform your insights.	Internships (not required) to gain experience. May also be done for credit.	Take advantage of networking with alumni. Create work that engages wide-ranging subjects such as social issue-based pieces for viewers to experience.
Your Community	Participate in our Spring Art Break. Become familiar with college-level expectations. Share interests with cohorts.	Join Graphic Design Club and interact with fellow students and alumni in a variety of activities. Gain insights from upper division students.	Become a GDC officer. Learn urban design, way-finding, infographics, data visualizations that function/communicate ideas to the public.	Engage with alumni and potential employers in Senior Portfolio Capstone. Exhibit your work in the Gardiner Gallery.
Your Career Readiness	Learn to merge creativity with critical thinking. Explore ideas based on research and conceptualizing. Learn technical skills to build upon.	Implement research into design process. Build fundamental skills and apply them to conceptual problem solving and execution. Pass Sophomore Review.	Apply advanced graphic design principles to chosen media (Motion, Interaction, Print, etc.). Develop strategic conceptual skills.	Master technical and conceptual design processes. Refine and create new projects and promotional materials for your portfolio and exhibition.
Your Personalized Path		Pursue multi-disciplinary, or specialized, design practice, at a studio or agency or as a freelancer. Become an Art Director.		

YOU WILL LEARN

Learn to think strategically and creatively, and communicate concepts in order to create successful visual communication for various purposes in a variety of design media, including: Print, UI/UX, Motion Design, Branding, etc.

WHAT IS NEXT

Work for: design and advertising agencies anywhere, local business or Fortune 500 companies.

Consider an advanced degree to specialize in your field and/or teach.

Learn more about building your custom path, visit:
art.okstate.edu

