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Graphic Design, B.A.

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In the Graphic Design discipline, the goal is to develop socially aware problem solvers who explore traditional as well as innovative visual solutions through theory and practice. Building on the foundations of art making and the historical context of contemporary art and design, students expand their technical and conceptual skills in the discipline of graphic design. Students learn to analyze visual problems, explore advanced concepts, and use appropriate media to generate solutions that result in a professional portfolio of finished work. Graduates of this program will be able to apply their knowledge to all areas of the design industry.

- SLO 1 Demonstrate the ability to conceptualize practical solutions in all areas of the design continuum.
- SLO 2 Demonstrate an understanding of historical context of contemporary art and design.
- SLO 3 Demonstrate an understanding of problem solving through research, analysis and information gathering.
- SLO 4 Demonstrate the ability to produce design solutions that meet the specifications of the appropriate medium.
- SLO 5 Demonstrate professionalism and personal accountability that is representative of a working creative professional.

All graphic design majors at Coastal Carolina University are required to have their own Macintosh laptop computer and Adobe Creative Cloud software. For information and specifications, please go to our website at <http://www.coastal.edu/art>.

A maximum of 52 credits may be applied toward satisfying the foundation courses and major requirements in graphic design. Students must earn a grade of 'C' or better in each course used to satisfy foundation courses and major requirements. Students must submit portfolios for faculty review at the end of their sophomore year and participate in a senior exhibition at Coastal Carolina University.

Degree Requirements (120 Credits)

Core Curriculum Requirements

Core Curriculum (38-40 Total Credit Hours)

Graduation Requirements

Graduation Requirements (3-6+ Credits) *

Foundation Requirements (18-21 Credits)

Complete the following courses:

- ARTS 103 - Fundamentals of Art I (3 credits)
- ARTS 104 - Fundamentals of Art II (3 credits)
- ARTS 105 - Fundamentals of Art III (3 credits)
- ARTS 111 - Fundamentals of Drawing (3 credits)
- ARTS 112 - Fundamentals of Drawing II (3 credits)
- ARTH 106 - History of Western Art II (3 credits) *
- ARTD 108 - A Survey of Graphic Design (3 credits)

Note:

* Course credit hours only count once toward the total university graduation credit hour requirements. Click on [Credit Sharing](#) for more information.

Major Requirements (36 Credits)

Complete the following courses:

- ARTS 231 - Life Drawing I (3 credits)
- ARTS 297 - Sophomore Review (0 credits)
- ARTS 298 - Concepts in the Artistic Process (3 credits)
- ARTH 250 Q* - Concepts in Art History (3 credits)
- Choose one ARTH 200 level or above course (3 credits)
- ARTD 201 - Graphic Design I (3 credits)
- ARTD 202 - Graphic Design II (3 credits)
- ARTD 205 - Designing for the Screen (3 credits)
- ARTD 301 - Graphic Design III (3 credits)
- ARTD 302 - Graphic Design IV (3 credits)

- Choose two ARTD electives (6 credits)
- [ARTD 497 Q - The Designer as a Professional](#) (3 credits)

Note:

Graphic design majors must present a juried exhibition and portfolio of their work at Coastal prior to graduation.

Cognates (9 Credits)

Cognate courses are drawn from outside the major but intended to support the major. Cognate courses must be upper level (300 or 400 level) and must be approved by the student's adviser. Courses for cognate credit may be drawn from one or more departments. A grade of 'C' or better is required in all cognate or minor courses.

Electives (8-13 Credits)

Total Credits Required: 120

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