

# BACHELOR OF FINE ARTS IN STUDIO ART GRAPHIC + INTERACTIVE DESIGN TRACK

## Graphic + Interactive Design Faculty

Rich Helfrich (<http://art.ysu.edu/rich-helfrich/>)

**Assistant Professor**

Office: Bliss 4075

Phone: 330.941.3775

E-mail: [rmhelfrich@ysu.edu](mailto:rmhelfrich@ysu.edu)

Michelle Nelson (<http://art.ysu.edu/michelle-nelson/>)

**Professor**

Office: Bliss 4085

Phone: 330.941.1858

E-mail: [mnelson@ysu.edu](mailto:mnelson@ysu.edu)

## Graphic + Interactive Design

The studio art major emphasis, Graphic + Interface Design, provides students with a foundation of critical and creative design processes and prepares them for the profession of graphic and interface design – including careers in identity systems, package design, motion and web design, and creative direction. Based primarily on computer technology, students will investigate new ways of solving complex visual problems and use both print and interactive designs as solutions.

Students take one year of Foundations courses that help them hone fine arts skills in the elements of composition and design. Once students have passed the Freshman Foundations Portfolio Review, they will learn the formal principles, processes, and vocabulary of print and interface design as well as graphic design history. They develop critical thinking skills and visual conceptualization not only through visual design projects but also through writing and speaking about design processes and critical theory. Students may supplement their coursework with community projects, design competitions, and design work in the university community or through an internship.

Students participate in a Junior Portfolio Review as well as Senior Project, which guide and prepare them for working in the profession or furthering their education in graduate school.

To stay current with industry standards in both print and web, the dedicated faculty of Graphic + Interface Design routinely update the curriculum and attend conferences and workshops to pass along inspiration of today's practices to YSU students. By remaining active in the field of design, our faculty integrate real-world design issues into classroom curriculum and projects. Graphic + Interface Design faculty are actively involved in helping their students find internships in the surrounding Youngstown and Pittsburgh areas. In addition, students are encouraged to participate in the AIGA student chapter, which is a part of the national AIGA (<https://www.aiga.org/>) design organization, to gain further community connections and involvement in the field of design.

The faculty take pride in the skills, passion, and accomplishments with which our students graduate, all of which prepare them for a seamless transition into both regional and national design firms and graduate schools.

## Contact Information for Department of Art

To learn more about the degree programs, scholarships, exhibitions, faculty, and students, visit [art.ysu.edu](http://artdept.ysu.edu/) (<http://artdept.ysu.edu/>) or contact the Department of Art directly at 330-941-3627. To schedule a campus

visit, contact the College Coordinator of Admissions and Recruitment at 330-941-2346.

Email: [Connect Form \(http://art.ysu.edu/connect/\)](http://art.ysu.edu/connect/)

COURSE	TITLE	S.H.
<b>FIRST YEAR REQUIREMENT -STUDENT SUCCESS</b>		
YSU 1500	Success Seminar	1-2
or SS 1500	Strong Start Success Seminar	
or HONR 1500	Intro to Honors	
<b>General Education Requirements</b>		
ENGL 1550	Writing 1	3-4
or ENGL 1549	Writing 1 with Support	
ENGL 1551	Writing 2	3
CMST 1545	Communication Foundations	3
Mathematics Requirement		3
Arts and Humanities (2 courses) <small>Included in major</small>		0
Natural Sciences (2 courses, 1 with lab) (7 s.h.)		7
Social Science (2 courses)		6
Social and Personal Awareness (2 courses)		6
<b>Major Requirements</b>		
Foundation Courses:		
ART 1501	Fundamentals of 2D Design	3
ART 1502	Fundamentals of 3D Design	3
ART 1503	Foundation Portfolio Review	1
ART 1521	Foundation Drawing	3
ART 1522	Intermediate Drawing	3
Breadth Courses:		
ART 2611	Introduction to Sculpture	3
ART 2625	Introduction to Printmaking: Intaglio and Relief	3
or ART 2626	Introduction to Printmaking: Lithography and Screenprinting	
ART 2631	Introduction to Ceramics	3
ART 2650	Introduction to Painting	3
ART 2674	Introduction to Photography	3
ART 2691	Introduction to Digital Media	3
<b>Concentration Courses</b>		
ART 2661	Introduction to Graphic Design	3
ART 3759	Interactive Design	3
ART 3760	Typography	3
ART 3761	Intermediate Graphic Design	3
ART 3703	Junior Portfolio Review	1
ART 3769	Intermediate Interactive Design	3
ART 4863	Corporate Identity Systems	3
ART 4802	Senior Project	3
ART 4803	Senior Seminar	3
<b>Graphic + Interactive Design Menu *CHOOSE 5 courses:</b>		<b>15</b>
ART 3748	Special Topics in Studio Art (Graphic + Interactive Design)	
ART 3762	Advanced Typography	
ART 3763	Illustration	
ART 3764	Typeface Design	
ART 3765	Motion for Interactive Design	
ART 4861	Publication Design	
ART 4864	Package Design	
ART 4867	Graphic Design Internship	
ART 4868	Graphic Design Practicum	
ART 4869	Advanced Interactive Design	

<b>Art History and Theory</b>		
ART 1541	Survey of Art History 1	3
ART 1542	Survey of Art History 2	3
Choose three additional 3700 level or higher Art History courses from the following:		9
ART 3741, 3742, 3743, 3744, 3745, 3746, 3747, 3780, 3781, 3782, 3783, 3784, 3785, 3786, 3787, 3788, 3789, 4880, 4889, 5840, 5881		
<b>Electives to meet 120 hours</b>		<b>2</b>
<b>Total Semester Hours</b>		<b>120-122</b>

Course List

<b>Year 1</b>		
<b>Fall</b>		
YSU 1500	Success Seminar	1-2
or SS 1500	or Strong Start Success Seminar	
or HONR 1500	or Intro to Honors	
ART 1501	Fundamentals of 2D Design	3
ART 1521	Foundation Drawing	3
ENGL 1550	Writing 1	3-4
or ENGL 1549	or Writing 1 with Support	
Mathematics Requirement		3
<b>Semester Hours</b>		<b>13-15</b>

<b>Spring</b>		
ART 1502	Fundamentals of 3D Design	3
ART 1522	Intermediate Drawing	3
ART 1503	Foundation Portfolio Review	1
ENGL 1551	Writing 2	3
CMST 1545	Communication Foundations	3
General Education Course		3
<b>Semester Hours</b>		<b>16</b>

<b>Year 2</b>		
<b>Fall</b>		
ART 2661	Introduction to Graphic Design	3
ART 2691	Introduction to Digital Media	3
ART 1541	Survey of Art History 1	3
Art Breadth Course		3
Natural Science Course with lab		4
<b>Semester Hours</b>		<b>16</b>

<b>Spring</b>		
ART 1542	Survey of Art History 2	3
ART 3760	Typography *	3
ART 3759	Interactive Design*	3
Art Breadth Course		3
General Education Course		3
*Courses are offered in varying fall, spring and summer semesters. Please see graphic design program coordinator for upcoming schedule.		
<b>Semester Hours</b>		<b>15</b>

<b>Year 3</b>		
<b>Fall</b>		
ART 3761	Intermediate Graphic Design (*)	3
ART 3703	Junior Portfolio Review (F/S/X)	1
ART 3769	Intermediate Interactive Design (*)	3
ART 3700 or higher Art History Course		3
Art Breadth Course		3
General Education Course		3

\*Courses are offered in varying fall, spring and summer semesters. Please see graphic design program coordinator for upcoming schedule.

<b>Semester Hours</b>		<b>16</b>
<b>Spring</b>		
ART 1 of five electives from G+ID menu		3
ART 1 of five electives from G+ID menu		3
ART 3700 or higher Art History Course		3
Art Breadth Course		3
General Education Course		3
Request a Graduation Evaluation from the CCAC Advising Office, 2310 Bliss Hall, (330) 941-3625 after you have completed 80-85 sh.		
<b>Semester Hours</b>		<b>15</b>

<b>Year 4</b>		
<b>Fall</b>		
ART 4863	Corporate Identity Systems (*)	3
ART 1 of five electives from G+ID menu		3
ART 1 of five electives from G+ID menu		3
ART 3700 or higher Art History Course		3
General Education Course		3

\*Courses are offered in varying fall, spring and summer semesters. Please see graphic design program coordinator for upcoming schedule.

<b>Semester Hours</b>		<b>15</b>
<b>Spring</b>		
ART 4802	Senior Project	3
ART 4803	Senior Seminar	3
ART 1 of five electives from G+ID menu		3
Art Breadth Course		3
Electives to meet 120 hours		2
<b>Semester Hours</b>		<b>14</b>
<b>Total Semester Hours</b>		<b>120-122</b>

## Learning Outcomes

- 1.) Students will be able to demonstrate their proficiency of art vocabulary.
- 2.) Students will be able to demonstrate technical expertise appropriate to their progression in the program relevant to their chosen artistic medium.
- 3.) Students will be able to demonstrate a high level of content expression appropriate to their progression in the program relevant to their chosen artistic medium.